

# TOTAL PlayStation

100% Unofficial



FIRST PLAY!

## Metal Gear Solid

We put Konami's  
killer of a game  
through its paces

SCOOP OF  
THE YEAR!

## Parasite Eve

Brand new shots of Square's horror RPG

ALSO IN THIS ISSUE:

Final Fantasy VIII

The X-Files

The Fifth Element

Earthworm Jim 3D

Heart of Darkness

Colin McRae Rally

Mortal Kombat 4

and an extra large portion of E3!

Lara's back!

## Tomb Raider III

Unveiled in our  
Massive E3 Feature

If your FREE book is missing, consult your newsagent

**Reviewed:** Viper • Crime Killer • Mr Domino • Heart Of Darkness

WCW Nitro • Vigilante 8 • Premier Manager '98 • Total NBA '98

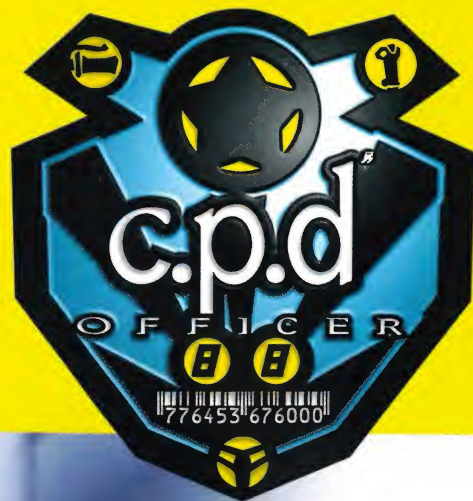
Breath Of Fire 2 • Frenzy • NHL Rivalry '98 • Colin McRae Rally

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# "Move over GTA"

OFFICIAL PLAYSTATION MAGAZINE



On the streets in June

in the future crime will pay.







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The solid state experience is almost here. Konami's triumphant return to form is trumpeted from the rooftops as we show you just how good *Metal Gear* is going to be. It's the most exciting thing to come from Japan since the illuminous vibrating Pikachu doll.



## Final Fantasy VIII .....14



Square are plotting the second coming. *Final Fantasy VIII* looks superb, and our four page preview chronicles the early stages of the Japanese release. The biggest UK launch of 1999 from Sony gets the full TP treatment.







## Parasite Eve .....30

The pinnacle RPG horror, with a detective driven plotline to put Hollywood to shame and gore to make *Resident Evil 2* addicts wince and hide behind the couch. Don't open the door, don't go out of your house... until you've read this.

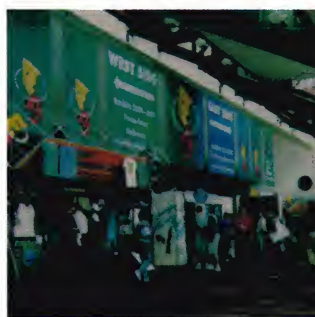


## Heart of Darkness .....46

Enter Amazing Studios other world, brimming with French influence and superb character designs. Can the 2D gameplay compete with Gexy boy and the rest of the 3D posse?

## E3 .....36

Everything starts with an E - TOTAL PLAYSTATION hounded the life out of everyone for all the latest on future games - stick with us and you won't miss a thing!



## Colin McRae Rally

Codemasters' greatest game to date aims to bring a much-needed feeling of reality to rally driving sims.



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# NEWS

Once more the videprinter crackles into life and the TP news hounds continue their endless quest for truth...

## LEGENDS IN THE FALL

Isn't it funny how, despite their differing choices of console, both PlayStation and Nintendo 64 owners alike are suffering from exactly the same frustrating problem right now? Both sets of gamers are stuck with the same unpleasant task of waiting and waiting for the elusive releases of two games that are destined to be the biggest titles ever to hit their respective machines. Of course I'm referring to the now legendary, but elusive *Metal Gear Solid* and *Zelda*.

Until the recent appearance of both these titles at E3, no-one had even had the opportunity to play either game. Yet, still, both have become the stuff of legends. They have demanded front cover after front cover from the specialist press, and heightened the anticipation of game fans the world over to such an extent that you could almost be forgiven for thinking that there were no other big games on the horizon. Especially if you were a Nintendo owner (although then you might be right of course).

Although all this hype will ensure that both games will become massive commercial successes when they are eventually released, can two products that are, after all, only games, live up to the over-inflated expectations of consumers that have been built up over a period of not just months, but years?

For many games this would be a worrying prospect, and a dangerous risk for the publishers involved; the spectre of a backlash always hanging ominously over their heads. But I am pleased to be able to tell you that I have personally played both titles, and am delighted to be able to say that they each really do deserve the legendary mantles they are acquiring. Both are without a doubt contenders as the greatest videogames their consoles have ever seen, and this month we are proud to be able to bring you a fantastic UK first play test of *Metal Gear Solid* on the PlayStation.

It's a great feeling in any hobby to know that the best is yet to come, so enjoy the *Metal Gear* feature, and when you're done, don't worry — there's always *Tomb Raider III* to be getting on with. Damn, we're so good!



Dave Perry  
No bandanna, still top banana

## SQUARESOFT'S LATEST EPIC UNCOVERED



**S**quaresoft's *Brave Fencer* was unveiled at the recent Tokyo

Gameshow amidst much excitement in the Japanese press. One may argue that any title hailing from the Square stable is set to put Japanese gamers' knickers firmly in a twist, yet when you consider the title was displayed alongside Nintendo's much-hyped *Zelda 64* and received equal praise, this must be something a little bit on the special side.

A hybrid of role-playing, platform, adventure and combat, *Brave Fencer* promises an intriguing, not to mention bulging, romp. It stars a typically spritely young Japanese lad named Musashi — the proud owner of not one, but two huge swords — in

a quest to save his true love from the clutches of evil and so on. The player is pitched into a stunning 3D world, entirely created from polygons, lending the game an instant visual appeal that outstrips Nintendo's RPG adventure. During his travels, Musashi will encounter many role-playing favourites —

character interaction, turn-based combat and, of course, exploration alongside platform leaping and real-time battles with lesser foes.

With floating camera angles, platform-inspired into-the-screen sub-games, foes to kill and a girl to save, what more could any budding adventurer wish for? *Brave Fencer* will be released in Japan during July, taking on the full might of *Zelda 64* — let battle commence. Look out for more details on this dash of the titans in further issues.



## BUST-A-GROOVE YOU FUNKY THANG

Enix's warped disco groovathon, *Bust-A-Move* has finally been snapped up for European distribution by Sony. To avoid association with the *Bubble Bobble*-inspired puzzle romp, *Bust-A-Move* (titled *Puzzle Bobble* in Japan to avoiding similar confusion), the title has been re-jiggered to the more explanatory *Bust-A-Groove*. So dust off those afros, dig out those bellbottoms and prepare to tear it up, baby.







## PRICE WATCH

This month's check-up on bargain buys in a high street near you. Prices correct as of the date: 5th June '98

	<b>World Cup '98</b> Publisher: EA Sports TP Rating: 91	<b>Gran Turismo</b> Publisher: Sony TP Rating: 96	<b>Resident Evil 2</b> Publisher: Virgin TP Rating: 93	<b>Total NBA '98</b> Publisher: Sony TP Rating: 78	<b>Dead Ball Zone</b> Publisher: GT TP Rating: 92
<b>Dixons</b>	£39.99	£44.99	£49.99	£34.99	£44.99
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<b>Independent</b>	£39.99	£44.99	£44.99	£32.99	£39.99



## JACK THE HACK

### GTA Goes 3D

The team responsible for Psygnosis' *Destruction Derby* games, Reflections are currently working upon a new driving romp for the PlayStation. Under the working title of *Driver*, the game is set in a universe that is trapped in the 1970s. The player drives the inner city streets, performing various crimes a la *GTA*. Sadly, in a shock decision, the developers have stressed that the game will not feature any violence or death.

### Spawn Fighter 2 Turbo

Todd McFarlane, the creator of the comic book hero Spawn, has recently signed an exclusive deal with Capcom allowing crossovers between the two parties. The possibilities here are mouth watering, with Spawn battling the cast of *Street Fighter* upon the inked page or, even better, the PlayStation.

### Point Blank sequel

Namco will release a PlayStation-specific sequel to their highly enjoyable light gunner *Point Blank*, PB2: *Gunbarl*. Again featuring the colourful blend of cartoon visuals and target shooting, the sequel features two new modes of play - Party Play, allowing up to eight players, and an action RPG mode bizarrely titled 'Theme Park'.

### PaRappa the action figure

Medicom Toy will be releasing an officially endorsed line of *PaRappa* figures, featuring all key members of the cast, including *PaRappa* and *Sunny*. Sadly these will be only sold in Japan, so those readers desperate to throw their money in this direction are best advised to contact their local import store.

## CRASH 3 FIRST SCREENS

Sony's premier platform star returns for his third PlayStation adventure, currently titled simply as *Crash 3*. Naughty Dog once again take the development reins, and have let slip a handful of details concerning some of the game's new features. First up, Crash's sister is back after her cameo appearance in the *Bandicoot*'s second outing, but this time she will be playable. The two leads will also be able to hitch a lift upon the back of a tiger and a flying baby dragon during certain sub-levels, and even take a dip in the various underwater areas. The big question that currently surrounds the product concerns the limitation of movement imposed by the game's engine, with promises of full freedom of movement yet to be confirmed. Stay tuned for more details.



## DRUNKEN TAI CHI COMPO

The ever-reliable Eastem Heroes unleash one of their finest titles yet - the hugely enjoyable Kung Fu romp, *Drunken Tai Chi*. From the creator of Jackie Chan's ground breaking *Drunken Master*, the movie delivers over 90 minutes of over-the-top martial arts action, breathtaking stunt set pieces and genuinely amusing slapstick. Presented in its original widescreen format, this little nugget is available from all good stockists, priced at £13.99.

To win a copy of this great movie, pop your name and address on a sealed envelope or postcard to the usual address, all entries clearly marked 'Drunken Compo'.



## CHARTS

### ChartTrack

- Gran Turismo**  
Sony
- World Cup '98**  
EA Sports
- Resident Evil 2**  
Virgin
- Tomb Raider**  
Eidos
- Tekken 2**  
Sony
- Crash Bandicoot**  
Sony
- Die Hard Trilogy**  
EA
- Micro Machines V3**  
Codemasters
- Men in Black**  
Gremlin
- ISS Pro**  
Konami

### Indie Chart

- World Cup '98**  
EA Sports
- Gran Turismo**  
Sony
- Resident Evil 2**  
Virgin
- Dead Ball Zone**  
GT
- Klonoa**  
Sony
- Three Lions**  
BMG
- Tomb Raider**  
Eidos
- Deathtrap Dungeon**  
Eidos
- Total NBA '98**  
Sony
- Warhammer 2**  
EA

### PlayStation

- Metal Gear Solid**  
Konami
- Parasite Eve**  
Squaresoft
- Messiah**  
Interplay
- Colin McRae Rally**  
Codemasters
- Gran Turismo**  
Sony
- Mr Domino**  
JVC
- World Cup '98**  
EA Sports
- Everybody's Golf**  
Sony
- Three Lions**  
BMG
- Heart of Darkness**  
Ocean



## LORRA, LORRA LARA

To raise awareness, amongst other things, of the latest outing for Lara Croft, *Tomb Raider III*, Eidos have sought the employ of a new model to fill the gap left by the rapid departure of Rhona Mitra. The lovely Nell McAndrew will be donning the tight shorts and even tighter crop top of the Queen of Videogaming.

Lovely pair of bristols, err pistols, ahem!





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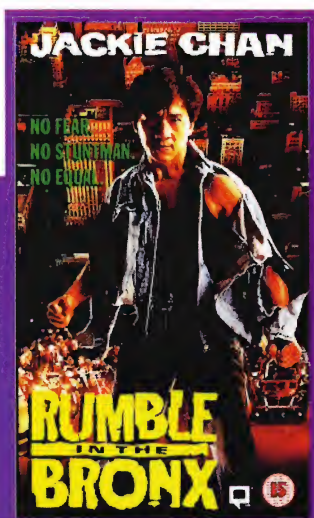
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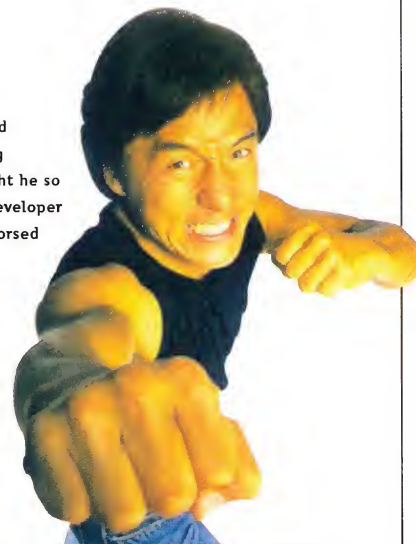
To win a copy of Jackie Chan's finest movie, the neck-breaking *Rumble In The Bronx* (currently available to buy from all good video stockists for a mere £10.99), just pop your name and address upon a postcard or sealed envelope, clearly marked 'Rumble Compo', to the usual address.



## RUMBLE ON THE PLAYSTATION

The astronomically cool Jackie Chan will be kicking and punching his way on to a PlayStation near you. Having finally been thrust into the mainstream media limelight he so richly deserves, Chan attracted the attentions of US developer Radical Entertainment Ltd, inspiring the officially endorsed PlayStation romp, *Jackie Chan's Stuntmaster*.

As with his celluloid adventures, plot takes a back seat to near non-stop action. The storyline centres upon a gang of bad guys attempting to sabotage Chan's latest movie. The twelve levels of scrolling beat-'em-up action, punctuated with three 'Super Stunt' levels, gives fans a chance to relive some of Mr Chan's breathtaking – not to mention insanely dangerous – trademark stunts. No camera tricks, no stuntman, no equal? *Jackie Chan's Stuntmaster* will hit stores early '99.



## UMA, NOT SEXY ENOUGH?



The above question should have nearly every male TP reader answering, "Naah, God bless ya!" However, it would appear that the lovely Uma Thurman hasn't in fact taken a bit of thrashing from the ugly stick herself, but has expressed concerns about her PlayStation doppelganger, Poison Ivy, featured in Acclaim's forthcoming *Batman and Robin*. Following her complaints that the polygon incarnation is a little on the butch side, the developers have returned to the drawing board to lend Poison Ivy a few more seductive curves. We are yet to receive confirmation that Uma has approved this sexier version, but don't worry, we'll be sure to keep you posted!

## SLAM DUNK DA FUNK

The legendary basketball sim, *NBA Jam* has somewhat fallen out of favour in its recent incarnations. Once the market leader, this flamboyant play upon the US sport has yet to make an impression upon the PlayStation market. Undeterred, Midway return to the court for one more period, with *NBA Jam 99*.

Developed by Acclaim Sports, the final code will feature all official 29 NBA teams, including one theme song for each team, over 300 licensed players with photorealistic faces, full '98-'99 team schedules, and all the usual basketball trimmings.



New features include an enhanced 3D engine similar to the one employed in the previously released *NBA Jam Extreme*, although this time it runs in glorious hi-res, and – intriguingly – lurking amongst the trademark insanely overblown dunks are realistic injuries and player stamina indicators, indicating a more simulation-based product. More news soon.

## TOTALLY WIRED

After their completely insane mix of flying and blasting, *Frenzy!*, SCIi launch another wild title, in the form of the fast and furious 3D puzzle game, *Wired*.

The object of the game is simple – using one of the many members of the cast list, the player must race around various 3D wire-frame landscapes and objects, leaving a coloured marker trail in their wake. The wire-frame areas form a large grid separated into smaller tiles, much like a checkers board. The player must colour all four sides of a single square, so the tile will flip over revealing the player's colour. With only a limited amount of tiles to uncover and three other characters opposing you, things do tend to heat up, with the victor being the character whose colour covers the majority of the surface area.

Featuring up to four players, a vividly colourful 3D engine, themed worlds (including Wild West, Outer Space and a 1970s disco), multiple camera angles and over 50 enemies, the most shocking inclusion is a promising single player mode. Spanning over 100 levels and crossing ten worlds, the single player mode is a plot-linked adventure.

*Wired* has certainly turned a few heads – especially in the visuals department, where it currently excels. With a concept perfect for its genre and gameplay that doesn't simply rehash bloody *Tetris* yet again, SCIi look to be on to a real winner. After all, the frantic gameplay of multiplayer combat matched with the addictive nature of a puzzler... ohhhhh, you'll have to excuse us.





UNIMAGINABLE!

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ENTIRE EVENING

TRYING **NOT** TO GET

TOTALLY WRECKED

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OF CHAMPIONS"

"THIS PEN-AND-INKER PREFERS CIRCUIT  
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FLIES IN THE FACE OF THE POSH LOOKS  
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"WE JUST COULDN'T LEAVE IT ALONE"  
"IT'S A PEARLER"  
- PLAYSTATION POWER



**CIRCUIT  
BREAKERS**

DIRTY DRIVING!





# Premiere

TOTAL PLAYSTATION brings you a fleeting look at some of the up-and-coming games that will be passing a seductive look in your direction over the coming months...

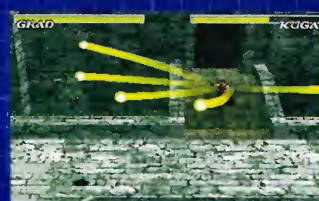
## UP & COMING



### TITLE: DESTREGA PUBLISHER: KOEI

Creators of *Dynasty Warriors*, Koei, step in to the fray once more with their sights firmly set upon Square's ground-breaking *Bushido Blade*. By enabling the player to roam a vast full 3D arena whilst doing battle with their opponent, Koei have mirrored the tactics employed by Square. Unlike the traditional elements of the Samurai-inspired *Bushido*, the pugilists can unleash huge fireball-type specials, engulfing the entire screen in their destructive wake, whilst demonstrating a more elaborate and tongue in cheek approach to the all-too-familiar subject matter.

*Destrega* features twelve characters, five varying battle modes, a unique character-driven story mode and full compatibility with the Sony Dual-Shock analogue controller. *Destrega* attempts to take a different route to success by incorporating a number of concepts from various inspirational benchmarks of the beat-'em-up genre to fashion a fresh gaming romp. Let's hope by touching upon these ideas the developers, Omega Force have taken the necessary time and effort to capture the correct blend. Mish-mash or a step in the right direction? Fingers crossed for the latter. *Destrega* is currently seeking European distribution.

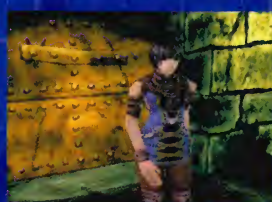


### TITLE: CENTIPEDE PUBLISHER: HASBRO

Very few retro videogaming 'classics' stand up to the tests of time. Their ancient charms are wearing very thin when sampled today. Recent classic collections such as the *Nomco Museum* yawn-fests prove the above point – fun for a matter of seconds and that's your lot. The route to success for these retro has-beens is not a simple matter of relaunching themselves unchanged upon the public, but instead to reinvent their original guise into a Next Gen-friendly product – a tactic adopted by Hasbro Interactive for their reinvention of a retro title, Atari's insect-repelling classic *Centipede*. Gone is the pseudo-*Space Invaders* blasting action in favour of a plot-driven blend of exploration and shoot-'em-up.

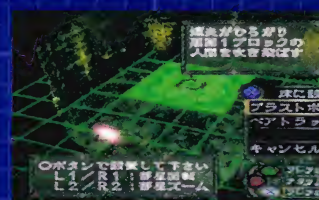
For those readers scratching their nappers, *Centipede* is set in a Lilliputian-inspired society where the humans are dead small. The means of survival for this mini race is in the hands of a single hovercraft pilot, whose quest is to put an end to the marauding forces of the Queen Pede and her army of creeping minions.

Broken down over various missions, the player will draw ever nearer to the final conflict. With a variety of craft, weapon add-ons and multiple viewpoints, will *Centipede* finally redeem Hasbro after their hideous slaughter of *Frogger*? *Centipede* is penciled in for a September release.



### TITLE: DECEPTION II PUBLISHER: TECMO

Bearing in mind how vile its first incarnation really was, we were very surprised to learn that Tecmo were working upon a sequel to *Devil's Deception*. But working they are, and the end result is the imaginatively titled, *Deception II*. Borrowing the premise of Bullfrog's long-delayed *Dungeon Master*, the player finds themselves in the role of the Dungeon Keeper, not the dichéd hero attempting escape. More vindictive readers will undoubtedly be rubbing their palms with glee at the prospect of unleashing the usual RPG nasties upon some unsuspecting hero types (cue manic laughter). The plot finds the player cast as a seemingly innocent young girl, wandering the labyrinth of dungeons and corridors seeking to lure her foes into danger. The game begins as the adventurer enters your dungeon and – as one could imagine – you play a girtle-type tactical planning and trap setting game as opposed to hand to hand combat. Crafting deadly sequences of traps, triggered at your will, the player must anticipate their foe's next move and make sure that something unpleasant awaits them at every turn. With an army of monsters at your disposal, delightful life-ending props like swing axes, flaming boulders, electrified cannon balls and a stunning 3D engine, how can this possibly fail? *Deception II* is looking for a late third quarter release.







## TITLE: POCKET FIGHTER PUBLISHER: CAPCOM

Pocket-based playtime used to be solely based around the ever-popular sport of *Pocket Billiards*, but this is no longer the case. Although we strongly suspect that good ol' *PB* will remain the most popular trouser-related pastime, Capcom's *Pocket Fighter* is destined to come a close second. Paying true testament to Capcom's ability to reinvent the *Street Fighter* II series without ever falling into repetition, the beat-'em-up gods have taken the midget versions of the familiar *SF* and *Darkstalkers* crew (made famous by their puzzling romp, *Super Puzzle Fighter II Turbo*) and cast them in their own fighting fiesta. Featuring twelve deformed fighters complete with high-pitched vocals and typically cartoony animation, *Pocket Fighter* appears to be aimed at the younger PlayStation owner. Yet Capcom, as per usual, have a few tricks up their sleeves. Although the game engine is very similar to previous *SF* outings, the player's offensive attacks will reward them with gems, which, when stored in sufficient numbers, will allow access to some rather daft, but equally damaging super moves. Screaming cuteness, colour and Capcom, cult worship cannot be far away. As for the mainstream crossover? Errrrr...*Pocket Fighter* hits the shelves later in the year.



## TITLE: ASUKA 120% EXCELLENT PUBLISHER: FESTIVAL

The female pugilist has become an equal partner to her male knuckle splitters in the beat-'em-up genre. She stands up for her gender and sends out Girl Power vibes to her sisters across the globe (without the aid of vacuous pop records). Japanese developers, Festival have made the decision to stop right now, thank you very much, the world needs a fighting game with just the female touch. Thus *Asuka* was conceived. All girl on girl action sounds like the ultimate in PlayStation gaming. These plucky sisters are not only doing the beat-'em-up thing for themselves and each other, but without a male in sight to help them along. Hailing from Japan, the location of these bouts of frontic hair pulling and bitch slapping is not hard to guess... yes, that's right, it's back to school already. Each of the ten fighters acts as a representative for her after-school club. With their arenas reflecting this, battles take place in a variety of areas - chemistry labs, volleyball courts, tennis courts, and hopefully a secret changing room or a shower block. The combat here is very similar to *SF2*, but with a distinct increase in speed and sheer craziness - the characters are able to unleash multiple projectiles and huge combos whilst taking care not to mess up their make-up. Strictly 2D, almost retro in its appearance, *Asuka* has a certain charm all of its own.

*Asuka 120% Excellent* is, alas, currently behind the bike shed seeking European distribution.



## AT A GLANCE

### TITLE: PAC-IN-TIME PUBLISHER: NAMCO

The original videogaming icon, Pacman is poised to return to the industry that has - apparently - forgotten his pill guzzling contribution to its development. Namco's *Pac-in-Time* takes the gobby yellow fello, adds some limbs, throws him into an impressive polygon 3D world, and - hey presto! - Mario's looking at even more competition.

Few details are available, but the polished visuals and excellent animation should prove very positive factors in aiding Pac's successful comeback. *Pac-in-Time* returns to our screens in the fourth quarter.



### TITLE: SUPERMAN PUBLISHER: TITUS



He's faster than a speeding bullet, can jump a ten story building in a single bound and hopefully make perfect subject matter for a

PlayStation romp. Yes, the Man of Steel is coming to a PSX near you in Titus' interpretation of Warner Brothers' *Adventures Of Superman* cartoon show. Supes has his work cut out for him, with over 20 missions, a host of wrongs to right and some fitting polygon underpants to wear on the outside. With superpowers, free roaming environments and some great square-jawed visuals, fingers crossed the comic book curse will come to an end.

*Superman* flies in during October.



### TITLE: DEAD UNITY PUBLISHER: T-HQ

US publishers, T-HQ's *Dead Unity* adopts a *Resident Evil*-style approach to the futuristic tale of cyborg-enhanced humans and their battle against rogue robots and machinery in a vast apocalyptic environment. Using polygonal characters based upon interactive pre-rendered backdrops, the player must solve various puzzles and survive their many encounters with unfriendly types, with the quest ending after the destruction of a central computer-based life form. Although *Dead Unity* is facing massive competition in the shape of *Resident Evil 2*, things are shaping rather nicely. *Dead Unity* goes on-line in December.

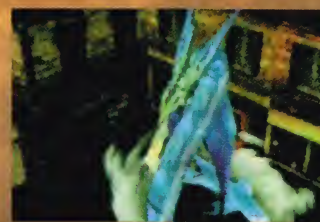




# Final Fantasy

How does one improve upon perfection? Square's *Final Fantasy VIII* hopes to do the impossible and lay claim to the ultimate prize: an RPG adventure that will eclipse all, including the mighty *Final Fantasy VII*. Brave words?

**S**teeped in speculation and rumour, Square have at last delivered official confirmation that work has commenced upon a further instalment in the *Final Fantasy* legacy, *Final Fantasy VIII*. Spanning almost a decade, the *Final Fantasy* series, in its various platforms and guises, stands amongst the most successful titles in gaming history. Square's undeniable ability to craft both intriguing plot line and engaging characterisation in an immersive world of good versus evil made each a pleasure to play, and thus created a gaming legend. Although lovingly embraced from its humble beginnings in the Japanese market, the *Final Fantasy* series made only minor ripples amongst European gamers. The stigma of the RPG was seemingly impossible to overcome, and publishers neglected the PAL territories.



Creatures appear without warning during the exploration screens, increasing the levels of excitement.

The quintessential image of the RPG, as depicted in stereotypical manner by the press of the time, conjured up a picture of a rather anal, spotty young lad sat in his darkened room, his sweaty palms grasping a joystick, as his endless quest to slay the dragon and save the princess continued. Thermos at his side and several 1000 copies of male interest magazines propping up his bed, he sat happily suffering page upon page of badly

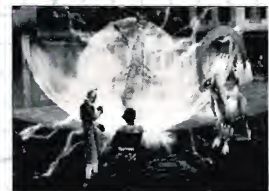
**Even at these early stages, *Final Fantasy VIII* distances itself from the clichés of the genre, possibly to increase the universal appeal of the title.**



# VIII



The lighting effects throughout *Final Fantasy VIII*, all of which are displayed in real-time, are nothing short of absolutely magnificent.



translated text, examining each line in the hope of uncovering a vital clue, his manic grin unflinching.

## Trainspotting for pleasure

Sadly this scribe must confess that his own opinion of the RPG buff was worryingly similar to the above cliché, and with the single exception of the SNES classic *Zelda*, he had chosen to ignore the genre entirely. Pity the fool who panders to public opinion and the wonders that will pass them by. As the sixth adventure again topped the Japanese charts, Square (loyal members of the Nintendo Gentlemen's Club) did the unthinkable in a number of respects. Firstly, they signed up to produce the seventh *FF* title for Nintendo's N64. However, after receiving their development kit they promptly turned their back on Nintendo and sought out the Sony PlayStation as the best venue to showcase what would prove to be their most enjoyable and successful epic to date, *Final Fantasy VII*. Suddenly plunging the game into the public eye, a massive media marketing wagon began to roll forth, creating a massive demand for



The improved 3D engine allows the characters to take up the majority of the screen, adding a further cinematic edge.

the product in all territories. *FF VII* instantly became the biggest selling PlayStation title of the time, on advanced orders alone. Surely when washed ashore upon such a tidal wave of pure hype, any title would disappoint, right? N'ah... not even remotely true. *FF VII* was more than just a game, it was almost an experience. The well conceived plot, mixed with movie quality rendered cut sequences, jaw



During one of the many battle scenes, Squall unleashes his mighty flaming magic. Notice the subtle lens flare.



## Laguna Loire

An overly optimistic 27-year-old, motivated by his overpowering sense of duty. A journalist with army training, Laguna is well-liked by his colleagues and is considered to be extremely loyal and trustworthy.

## IT TAKES TWO, BABY

Although their full role in the adventure is unknown, we have managed to unearth a character synopsis detailing the motivational and character traits of the two leads.



## Squall Leonhart

A battle scarred 17-year-old youth, whose lack of experience and maturity is matched by his pure aggression and strength — a formidable foe. Lacking in personality and warmth, Squall is a wild loner, whose attitude toward others does him few favours.



## RENDERED DREAMS

The increased realism of the characters can also be seen in the introductory sequence. A huge craft cuts through the waves as the camera pans upward to reveal a squadron of passing aircraft. As their vapour trails begin to fade, we are again returned to the ship. A lone figure appears on deck. Glancing at a map, he looks forward as the wind cuts through his wild hair. His mind is filled with distant memories of the battles he has fought, his fallen comrades and the glory of victory. The camera pulls in close to this warrior's face as the screen fades to black... phew! An epic of cinematic proportions. You can almost hear Hollywood beckoning.



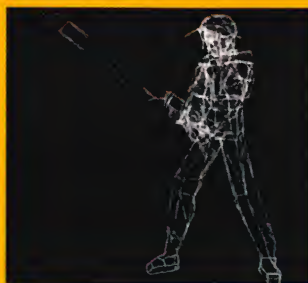
**The well conceived plot, mixed with movie quality rendered cut sequences, jaw dropping visuals and sounds, combine to form this wonderful adventure.**



Backgrounds have also been dipped in realism — the city streets have a distinctly French flavour.

## 3D MODELLING

These pre-production polygon builds give you a clear indication of the more lifelike proportions of the lead characters. Will the removal of the trademark, Manga-styled characters send out a disgruntled wave from the *Final Fantasy* loyalists?



dropping visuals and sound, combined to form this wonderful adventure.

## A little goes a long way

Those three black discs redefined the entire RPG genre. Its diverse array of genre-hopping sub-games nesting amongst the general splendour only furthered the appeal. How could Square possibly improve upon this whipped cream smooth slice of pure perfection? Many hoped that the latest RPG adventure, the macabre gothic horror adventure romp, *Parasite Eve* could exceed, or at bear minimum match the high expectations set by *FF VII*. Alas, the answer to that is a disappointing 'No.'

Have Square peaked? Is it all downhill from here onward? Thankfully, the answer to that is 'You bet your arse they haven't!' To create an epic RPG to better *Final Fantasy VII* is a massive undertaking, yet the brief glance that we were fortunate enough to be given of this sequel confirms their magic isn't faltering.

In true Square tradition, only the smallest of facts have been released. Nevertheless, the impact of these gobbets has caused the entire gaming world to drool with anticipation. With more details expected to



Whilst the backgrounds remain static screens, the sense of depth has been achieved with the clever use of scaling sprites.

teasingly appear over the development period, we'll simply tell you what we know and promise to keep you posted as more news breaks.

Until then, we can tell you that *Final Fantasy VIII* features an entirely new and unrelated plot and a new cast of lead characters, with the lead roles divided between two new faces: Squall Leonhart and Laguna Loire. The most instantly striking difference can be seen in the improvements to the visuals, notably the removal of the almost Anime design of Cloud and co — their replacements now mirror the realism of *Parasite Eve*'s characters. Character design was overseen by the highly prolific Tetsuya Nomura — texture mapped surfaces have replaced his trademark Gouraud shaded polygon



Character interaction is still the best route to achieving success. As a tubby Cockney once said, "It's good to talk."





styling. This has given the characters their more realistic appearance and removed the almost freakish attributes of the Manga-styled cast one associates with the RPG adventure. Even at these early stages, *Final Fantasy VIII* distances itself from the clichés of the genre, possibly to increase the universal appeal of the title.

### The human touch

As with *Parasite Eve*, comparisons with *Resident Evil* have been made – surely a compliment in itself. Rather disappointingly, the backgrounds will remain pre-rendered, but they do feature a noticeably higher level of detail, again increasing the sense

of realism. As before, the player will be called upon to travel an expansive world map, charting new towns and cities, gathering dues as to the objective of your adventure whilst increasing your number. Rumours have also pointed toward the possible inclusion of a multiplayer mode, allowing each member of the ever-expanding team to be controlled by a single player. The practicalities of this finding a place in the final coding dictate that, as before, a single player will control the movement of the group, with the multiple player coming into play during the battle sequences. Little is known as to the structure of the battles, but we strongly suspect that they will remain turn-based,

## SWORD-OF SHOTGUN

Squall Leonhart, our favourite for the lead character honours, is a feared and mighty warrior – just take a look at his weapon. This fusion of shotgun and broadsword would stand even the most girly of players in good stead on the knuckles score.

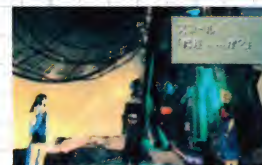


**Sit back, take a relaxing deep breath and prepare yourselves for this most eagerly anticipated piece of software to grace us with its presence.**

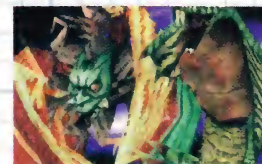
marking the possible inclusion of the Active Time Battle of the previous outing alongside the usual blend of magic and weapon-based attacks.

Any release that hails from the hallowed ground of Square is always worthy of the highest attention, but the next instalment of the *Final Fantasy* saga will shake the pillars of the industry. A playable demo will be packed with Square's big summer release, *Brave Fencer Musashiden* (see lead news piece), with a release date speculating that *FF VIII* will hit Japanese stores in time to make it into

Santa's sack. As for the rest of us, we'll have to wait at least another twelve months. So all we can do is sit back, take a relaxing deep breath and prepare ourselves for this most eagerly anticipated piece of software to grace us with its presence. More updates to follow, hopefully rather soon. **TP**



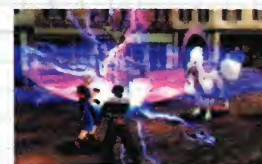
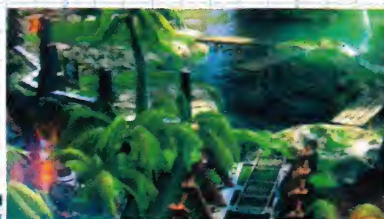
The female to the left of the screen is rumoured to be involved in a love triangle with the two male leads. *Final Fantasy* or Eastenders?



The design of the many foes encountered are a touch elaborate to say the least. Ray Harryhausen, watch out.



What follows are some examples of the pre-rendered screens that provide the backdrops for the world of *Final Fantasy VIII*. Compare these with the backgrounds featured in the previous adventure. Notice the incredible amount of extra detail.



And you thought the battles were impressive in *Final Fantasy VII* – what more can we say but, 'Phew!'



### TP SPECIFICATIONS

	Publisher:	Sony	Price:	£44.99
	Developer:	Squaresoft	Released:	June '99
	Players:	1-4?	Game type:	RPG





# *Met* **Solid**

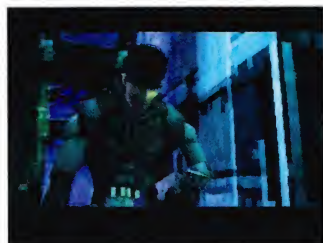




# Metal Gear



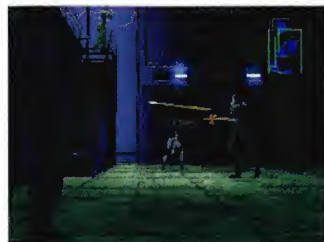
Konami's much-hyped PlayStation masterpiece is nearing release in Japan, and it's looking even better than before... and, guess what — we've played it.



Solid Snake crouches between two cargo boxes as the camera angles swing around. Note the shading, particularly on the face.

It's been what seems like an eternity since we first heard of this 3D action adventure that had us chomping at the bit when we first saw screenshots of it. Now however, we were finally able to play it during the Electronics Entertainment Expo, and it confirmed what we really knew all along — *Metal Gear Solid* is fantastic, and is going to be one of the biggest games on the PlayStation in 1998. It's also going to be one of the PlayStation's key games, like

*Metal Gear Solid is fantastic, and is going to be one of the biggest games on the PlayStation in 1998.*



*Tomb Raider*, *Tekken 3* and *Gran Turismo*. More importantly, it is an original game, and when you discover that Sony of America are helping Konami to distribute the game in the US, you realise how earth-shakingly big *Metal Gear Solid* is going to be. Konami haven't had a huge hit (apart from their superb *International Star Soccer Pro* game) in the West since the days of the SNES. *Metal Gear Solid* is fresh blood for the company, despite being a sequel to the aged NES game.

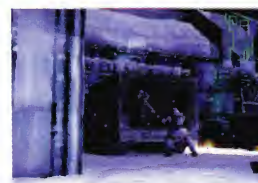
## Military terrorism

Your role is to control the lead character, Solid Snake. He's a retired soldier who is aiming to disarm a military base with nuclear capabilities because his old



As you are detected by the spotlights, panic breaks loose — the alarm sounds, your pad shakes, and some cheeky beggar starts to shoot you.

military squad have now become terrorists. Not only that, but they have nuclear weapons in their possession. Snake gained his reputation for infiltration and sneaking expertise whilst working with the Fox Hound team, and now he must go up against his old mates who have been genetically pumped up. Imagine Solid





## SNEAKY SNAKE

As you've probably noticed from the screenshots, *Metal Gear Solid* is a game of hide and seek in some sections. The shots here show Solid Snake hiding against walls, which requires the d-pad to be pushed towards the wall. The camera then looks down the corridor, displaying a front view of your character and any guards that are in the area. Boxes and storage bins could make places of seclusion if you crouch. Snake's binoculars, which are standard issue from the game's beginning, zoom in to enemies, revealing their status and killing potential. This first-person view might be similar to the sniper mode seen in *MDK* and *Goldeneye*, but it works in a different way. The main object is purely to look ahead rather than start a shoot out though, which adds a significant element of thought to the gameplay.



The cut scenes are all in real-time, which means that the flow of the game isn't inhibited by dissimilar renders.

Solid Snake as an Anime James Bond crossed with Bruce Willis and you'll have the perfect picture of the agent. He even has quips for the ladies during intermission sequences, and one particular female military commander urges him to stop, commenting "stop hitting on me, Snake."

The first mission that we managed to play sees Solid Snake on the outskirts of the military base, and it becomes obvious that all the game's cut scenes, including the title screen sequences, are in real-time. The *Resident Evil*-style graphics never break away into rendered scenes like the Capcom title, and there is much more interaction with the game



Amazingly, these real-time scenes almost surpass the renders in *Resident Evil 2*.

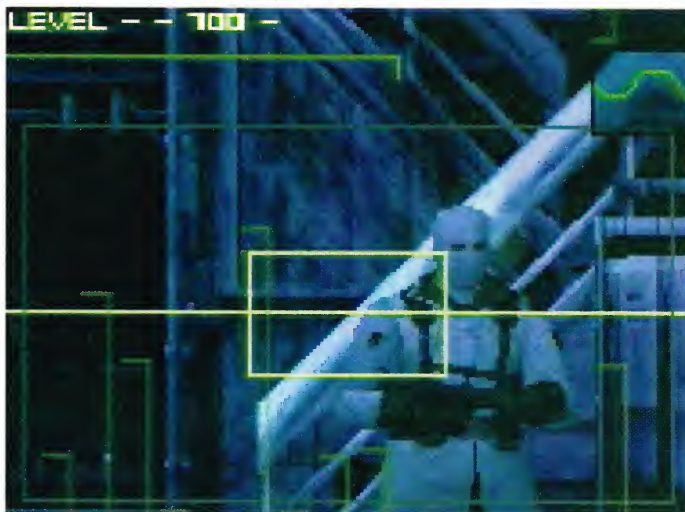
world because it's built up of a larger number of polygons. The Solid Snake character first sneaks around the place trying to avoid being detected by the enemy and the search lights that sway over the ground. If you wander into the light and set the alarm off, not only will the Dual Shock analogue pad jitter scarily in your palms, but the soldiers will come to get you. The alarms sound as well, and there is a genuine feeling of panic as you try and find a corner to hide around for a set time, avoiding the enemies' line of sight. If the soldier does spot you, an exclamation mark will rise above his head



and he'll raise his gun while giving chase. Likewise, if you've somehow left a trail of your exploits, a soldier may have a question mark rising above his head.

### Hide and seek

Hiding in this darkness you can push yourself up against a wall to get a clear view down a corridor or alley without becoming visible, thanks to the usable and brilliantly stylish game camera. Enemies which are, in real terms, about 40ft away can be zoomed in upon using your binoculars. The soldiers may be weary and



The binocular view, which shows the level of zoom. When radio information is being transmitted as well, the game excels in terms of atmosphere.





you'll be able to detect this. Alternatively they may have guns raised, suggesting that they've rumbled you. The method of zooming right in on an enemy's face is similar to the process in the N64 game *Goldeneye*, but instead of seeing odd photos wrapped onto polygons, the polygon characters look more dignified in their comic book-style format. Japanese audiences will be thrilled at the prospect of their Anime heritage finally being implemented convincingly in a 3D game after the average mish-mash of styles seen in *Ghost In the Shell*.

**Japanese audiences will be thrilled at the prospect of their Anime heritage finally being implemented convincingly in a 3D game...**

Everything is still fairly blue in the game, but this is probably the most visible shade to use as a depiction of night. The espionage feeling that the game gives is second to none – you can go absolutely anywhere and aren't caged in a Lara Croft-style linear track. Hand to



The higher views are in *Loaded*-style perspective, which means a wider view can be used. The closer views are needed for most combat encounters though.

hand combat is another exciting facet of the game – would you like your opponent body slammed, or would you like to take a bit more time and have him strangled? Considerations like this are always on your mind, especially when a group of three people are heading towards you, all armed. A few bullets can deplete your armour and the next few will kill you. But the style of the main character is in the tradition of a Japanese comic book hero – the frequent radio messages, which are in Japanese at this stage, add a progression in level plot line and the

women add a romantic interest which you wouldn't usually see in a Western game. (Unless you're rescuing your girlfriend, Princess Peach, from the Airy Fairy Fantasy Zone, of course.)

### **Manga mania**

*Metal Gear Solid* owes quite a debt to *Resident Evil* too. The tight corridors and futuristic environments are an example of just how much of a hold the Alien series still has on Japanese films and games in general. Some of the programming team were behind the Konami release, *Snatcher*, which never made it to the UK, but was billed as a detective Manga adventure and worked quite well. *Metal Gear Solid* is a

## **SOLID SQUADRON**

The story element of *Metal Gear Solid* focuses on characters in Japanese RPG-style. You might notice that the style of art on display is just like the seminal Anime production *Appleseed*, and to a certain degree (given the game's military style) *Patlabor* – a tale of huge robots controlled exo-skeleton style. The

potential for a spin-off mini series is huge, and if we don't see a Japanese company pick up the rights to do an animated version within a year, we'll eat our Dual Shock pads.



Solid Snake



Meryl Silverburgh



Big Boss



Liquid Snake



Ninja



Revolver Ocelot



Roy Kyanbel





## FOX & HOUNDS

The Fox Hound team are a troop first assembled in 1990 as a small anti-terrorist group, with each member having individual skills such as bomb disposal and infiltration, like Snake. The gene therapy that this offshoot team were given made them super human, which isn't that great seeing as most of them are now terrorists, apart from Solid Snake – the dashing hero of the game who likes the ladies and wishes he had a normal name.



**Shading and use of light is very important to the developers, as they want style to constantly ooze from every corner.**

3D realisation of the sort of adventure Konami have always wanted to do, and is their first serious 3D game after the comic platformer series *Goemon*.

Walking around the outskirts of this base is more professional than legging it around a desolate police station in *Resident Evil 2*. The masked enemies have many character traits, which are mostly shown through their movements, and the same can be said of the main character. The version of the game which we played allowed Solid Snake to pause and light a cigarette – the purpose of this wasn't clear, but Snake's gadget box includes a Batman-esque selection of grenades and goggles to rival the caped crusader. There are around 30 weapons available in the final code, which gives further opportunity for tactical gameplay.



artist, Yoji Shinwawa, started work on the design. The gameplay is based on the same principle of the original NES game – you have to avoid being discovered by the enemy. But everything is now in polygons, and the player can jump from the over-the-shoulder view to a first-person view with this feature."

This means that rather than just opt for a *Doom* clone or a *Tomb Raider* engine, Konami have taken the best bits of both graphics engines and made sure that they work well together, melding them seamlessly. We can honestly say that even though the enemies aren't zombies or



**A bit of a scuffle ensues as Solid Snake takes a pounding from two soldiers who have discovered him hiding in a rather obvious place.**

aliens – *Metal Gear Solid* is a much more serious affair. Night vision is superb, with everything turning a light shade of green. We can't wait to get a copy in the office.

Come September, when an import copy plops through our letterbox, we'll be playing it solidly (no pun intended), and will show you the full game in all its glory. Until then, you'll just have sit back and anticipate the finest game yet to be released in 1998. **TP**



**Rather than just opt for a *Doom* clone or a *Tomb Raider* engine, Konami have taken the best bits of both graphics engines. . .**

Each weapon is linked to the Dual Shock pad too, so recoil will feature highly, with extra emphasis on the automatic weapons. Hideo Kojima, the game's director, has had his vision of *Metal Gear Solid's* gameplay for a while: "The first time I wanted to make a *Metal Gear* in polygons was when I heard rumours about the PlayStation – I've had the project in mind since around 1994. At that time, the main story was worked out and the main

flesh-eating monsters, the feeling of tense fear is always in the game – you never think you're in a safe position. The paranoia sets in when there are no soldiers on-screen too – you'll be consulting your radar very closely like a nervous wreck. This gives us cause to think that *Metal Gear Solid* is the missing link in the fear-based game genre that includes *Resident Evil* and *Doom*. *Duke Nukem* was played for laughs, with humorous pigs and flying



**Soldiers gather around a helicopter in a darkened military retreat. The guards are armed and wearing Alaskan outfits too. Very nice.**



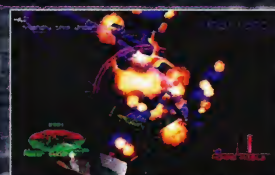
TP SPECIFICATIONS



Publisher:	Konami	Price:	£44.99
Developer:	In-House	Released:	November
Players:	One	Game type:	3D Action Adventure



# FRANTIC ARCADE ACTION



Link Cable compatible



Analog Controller compatible

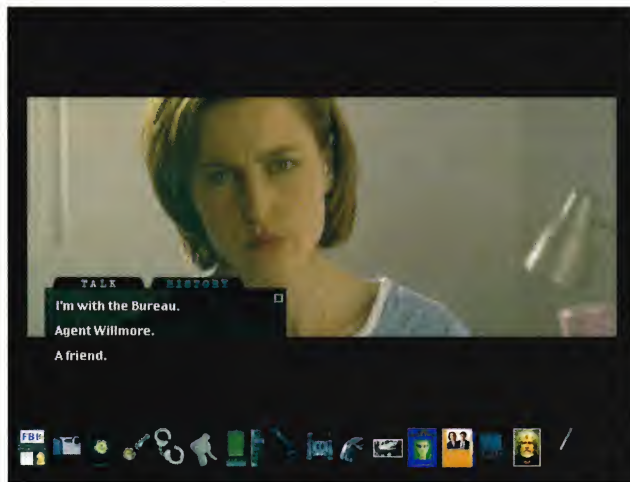


# The X-Files

You've been told to trust no one, you've even put a password on your computer and freely admit that aliens live down the road and the Prime Minister steals your milk. Now the classified FBI agents are PlayStation bound. This could be a case for Mulder and Scully...



Mulder performs obligatory gun point pose, revealing the point and click interface and 'widescreen'-style view box.



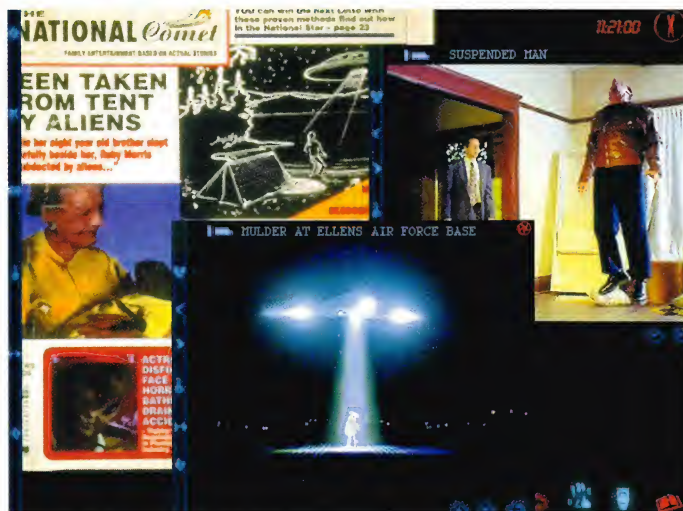
Ooh, it's Scully. You'll have to visit her for post-mortem results to find out that your suspect has a brain implant, an extra eye, or is really an alien.

## TECHNICAL SPECIFICATIONS

	<b>Publisher:</b> Sony	<b>Price:</b> £44.99
	<b>Developer:</b> Hyperbole Studios	<b>Released:</b> September
	<b>Players:</b> One	<b>Game type:</b> FMV RPG

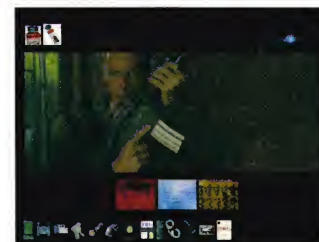
There can be no doubt that The X-Files is one of the most popular television programmes of the decade. Chris Carter's exploration of horror, science fiction and Sherlock Holmes-style episodes has left the planet gripped amidst conspiracy theories and alien chit-chat.

The transition to video game is being handled by Fox Interactive, and rather than plump for an action fest like *Die Hard Trilogy* or *Alien Resurrection*, the gargantuan five disc PlayStation game is a blend of point and click detective game and a general adventure. We'd forgive you for thinking this sound a bit dodgy – the first thing that comes into our heads is *Wing Commander* and some dreadful FMV with an aged Mark Hamill trying to look young.



Fox are keen to stress that the game relies much more on exploration and detective work in the vein of a point and click RPG, and that it's not just an excuse to cash in on the license. And, although we're sceptical folks here (somebody might be listening), we do like our X-Files episodes as a swallowable alternative to endless episodes of *Star Trek*.

The actual game has four hours of video footage included in it, and the scenes 'will never be seen on TV' so it's bound to attract the fans. The gameplay revolves around the two agents' assignments, with cameo appearances from various nasty characters in the series. There are also a lot more agents in the game too – the Cigarette Smoking Man and Skinner are joined by numerous



Is this bloke good or bad? We don't know, but he's either an assassin or a bad FBI agent.

standard FBI agents in your quest. Hopefully the game will be accessible to people who aren't readily attached to the series.

Viewed on the outside, it's a detective game, and if it's been done with the finesse

## GILLIAN ANDERSON

While attending E3 in Atlanta, Gillian Anderson popped up to promote the *X-Files* game. During the press photo shoot, she spoke rather sarcastically to assorted journalists and came across as a cheeky media personality rather than the tame face of fame we expected. After a brief chat and some photos, Gillian was duly given her very own copy of TP as we ventured back to our hotel. Sigh... As a curious note of interest, the *X-Files* episode that features neither Mulder or Scully (the Cigarette Smoking Man's history) was filmed so that both Gillian and Dave could work on filming the *X-Files* game.

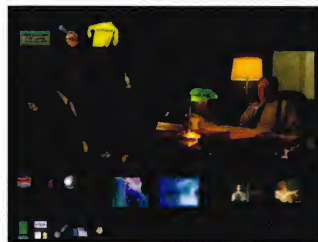






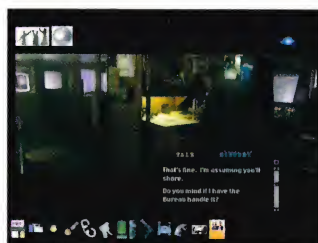
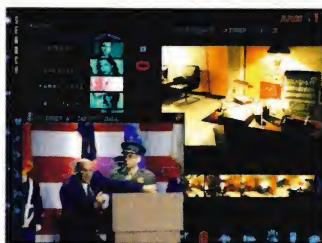
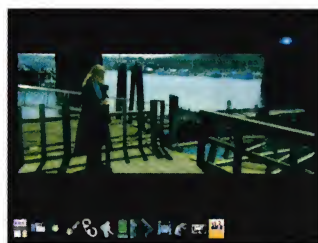
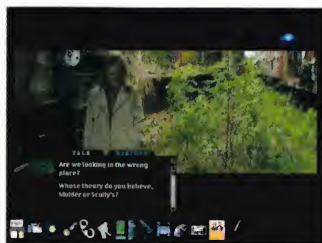
of Revolution's *Broken Sword*, *X-Files* could be a classic. It's the video element that makes us wary of the game – we can't think of any game that has benefited from having four hours of video clips. Sega's Mega CD *Night Trap* springs to mind, and the two games seem to be quite similar in terms of the horror theme, but not too similar we hope...

As an FBI agent, you will need to perform all the duties of Mulder and Scully, even interviewing witnesses ("I know what I saw, man") and reporting to your boss, Skinner ("You talk about the truth for your own self gain, Mulder"). The Seattle-based developers, aptly named Hyperbole Studios, have a lot to prove with their



**Skinner's office, which you report to after each case. He hasn't got much hair and isn't a very cheerful chap.**

'Virtual Cinema' technology. We'll have to hold back judgement until next issue, when we'll be receiving our copy courtesy of the US government. **TP**



The selection of video screens make the area of play look a bit cluttered, but with any luck it will all make sense – hopefully during the game. It looks lively, at least



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# Mortal Kombat 4



Once again, a large confrontation is imminent. Whether *Tekken 3* claims the crown depends largely on this chap's performance... Let *Kombat* commence?

## KOMBAT ROSTER

These are the stars of *Mortal Kombat 4*. Most of the original characters have been retained, along with the addition of a few new faces. Hidden characters are swimming around in the game somewhere. As yet though, nobody's taken their photo.



## TP SPECIFICATIONS

Publisher:	GT Interactive	Price:	£44.99
Developer:	Midway	Released:	June
Players:	1-2	Game type:	Beat-'em-up



Any accomplished games maestro will, at some point in their lives, relive the highs and lows of their gaming careers. They'll go through racing games, flight sims, sports titles, shoot-'em-ups and beat-'em-ups. The latter arguably offers up some of the greatest playing moments any of us care to remember, as well as personifying all that is good about the industry. The sheer fantasy of transforming yourself into a lethal fighting machine and kicking seven bells out of characters on the screen has, and still does, give abundant pleasure to many. Then there is the also endless debate over which title reigns supreme; lists of the most stunning beat-'em-ups will be written and inevitably,



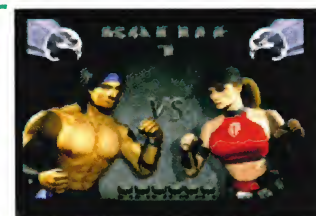
There are many new features imported into the game. Animation sequences keep popping up throughout — some boast some spectacular graphical imagery.

*Mortal Kombat* will feature. The 2D, blood-spilling shocker from the early nineties was once locked in head-to-head combat with Capcom's legendary *Street Fighter*. There was affiliated fanaticism for

**The new MK looks like being the most spectacular of the series to date.**



The immortal Johnny Cage. The muscle-flexing American looks right at home in his new *MK 3D* playing environment.



Some things are just destined never to change. The original loading screen brings back some lovely memories. Tradition will never be forgotten.



## FLASHING MORTALS



As expected, *MK4* was hyped up on the GT stand at the E3 show in Atlanta. Bucket-loads of demonstrations and merchandise were available. There was even a photo opportunity with the game characters themselves... None of them would morph into anything, though!

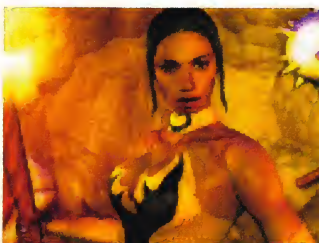


A lot of the elements from the previous *MKs* have been retained for this one. Fearless warrior that he is, Scorpion can morph into... a scorpion.

both of these then, and even today the 'which was best?' argument will raise its head. *MK4*, as you already know, is the latest offering from developers Midway, and it's their first assault at a 3D version.

### More moves. more blood... more death

The new *MK* looks like being the most spectacular of the series to date. With far improved graphics and much quicker action (60 frames per second), *MK4* looks set to offer a real challenge to the *Tekken*-dominated field. Understandably, the aspects that made the originals so successful have taken priority. The excessive blood-spilling, bone-snapping sound effects and gruesome fatalities have all been upgraded and improved. New deaths, dangerous playing environments and features have been imported to strengthen



Another new addition sees each of the characters owning a personal weapon. These can be pulled out during combat and even knocked out of your hand.

an already established fan base. The inclusion of a special weapon specific to each character is a great characteristic that could go a long way to recreating the euphoria that surrounded its predecessor. Combine everything mentioned above with more advanced multi-button combo moves, fully animated end sequences with dialogue and a melee of hidden characters, and you have a real title-contender for the crowded beat-'em-up market. Publishers GT are excited by the developments so far, and judging by some of the pics we've seen, it looks as good as it sounds. **TP**



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# The Fifth Element



We've been waiting for this Kalisto-developed wonder for some time. Now the final touches are being put to the most promising film license to appear this year.



The transparency effects work fairly well, but you'd better zoom in on that enemy quickly.

**I**f you've seen the film, you will know that *The Fifth Element* has all the successful elements of a movie game tie-in. There are plenty of cyberpunk influences and a debt is owed to *Blade Runner* – if ever there was a film that gamers often relate to, it's the Harrison Ford science fiction epic.

Besides all the cinematic influences, the sheer amount of action and explosions that Bruce Willis and co dive-bomb their way through is perfect PlayStation gaming. The slightly surreal plot of the film revolves around a new discovery known as Leeloo



The first scene, in which Leeloo escapes the futuristic New York lab and plays Tarzan with the hovering traffic.

(a scantily-attired orange-haired female) and a cop named Korben Dallas – Willis' character. Imagine this steamrollered into a *Tomb Raider*-style platform shoot-'em-up, and fans of the film will be very interested.

Rather than opting for a sprawling interpretation of the film, *The Fifth Element* is split up into four main areas,

laboratory where Leeloo first makes an appearance can be explored, as can Korben's police headquarters. After that, you can progress to the airport.

The space shuttle scene of the film is used as a maze-style platform diversion, as the film sequence was a mad scramble of cat and mouse proportions. It becomes

## THE FILM ELEMENT

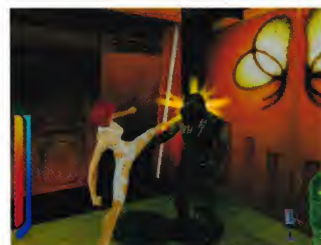
Keen to show exactly how their close their involvement with the film is, Kalisto have produced a number of game to film sequences that faithfully resemble the movie. We're usually a bit apprehensive about such things, with more attention being paid to mimicking the cinema presence, but *The Fifth Element* looks like it can blend the specific film bits in with proper gameplay convincingly.



**The Fifth Element has all the successful elements of a movie game tie-in.**

each being a major part of the film. The areas vary from your starting point in a very futuristic New York, to a maze-filled Space Shuttle. The New York environment is set in the year 2213, and is the main focus for the *Blade Runner* influence. Playing as either Korben or Leeloo, the

apparent at this point that the programmers (or perhaps more the artists) have kept the look of the film scenes in each game level. This gives rise to a genuinely accurate level map, with colour schemes and objects looking very familiar. FMV from the film will cut in at certain



Leeloo demonstrates some nifty unarmed combat and shows that the 3D style of the game is open to variation in terms of gameplay.

## TECHNICAL SPECIFICATIONS

Publisher:	Sony	Price:	£44.99
Developer:	Kalisto	Released:	September
Players:	One	Game type:	3D Action/Adventure





The hotel scene, where Leeloo must evade being captured and Korben must protect her — or follow her at least. Quite a nice task, we reckon.

points, and the developers are promising to include some "unseen footage" from the screen version. Hopefully, they will be genuine shots rather than out-takes from the film.

Further film tie-ins include sections of the film music for certain scenarios. Combat in-game is quite innovative in that as well as Korben and Leeloo having different abilities (and hence the powers to reach the parts that the other cannot reach), the duo have cumulative forms of combat. Leeloo in particular has a range of bare-fisted combos before she comes into contact with grenades and the like. From what we've seen so far, the fist-based combat owes a little to the Core game, *Fighting Force*. Korben is typically gun orientated and can use a stunning flame-thrower which can also be altered to a freeze spray. Automatic guns and rocket launchers can be used too.

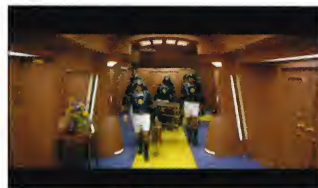
Currently due for release in September, Kalisto are looking to make an impressive PlayStation debut, tying in their efforts with the most appealing movie license for a game in ages. A review should follow within the next couple of issues, and TP will be there ready and waiting for some Korben and Leeloo action. **TP**



Korben shows off the in-game flame-thrower which the evil Gary Oldman famously uses in the film to wow onlookers.



Korben Dallas decides to target a hidden enemy in a scene similar in style to *MDK*, with orcs being shot from a distance.



This film shot of the shuttle interior shows how the colour and style of the film have been ported.



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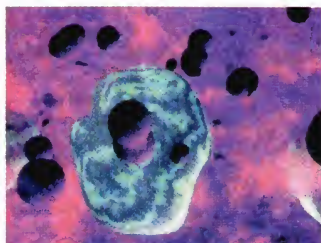






# Parasite Eve

Square's latest RPG event removes the usual colourful Anime design in favour of blood, gore and horrific death scenes. The infection is coming, the infection is *Parasite Eve* – will you be able to avoid contamination?



The infected mitochondria look harmless enough at microscopic levels, yet the effect upon the host is vile.



The image of these hapless individuals engulfed in flames is very unpleasant indeed. Remember, this is just a game.



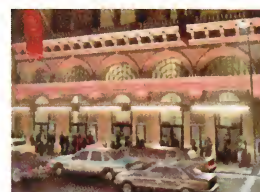
The final frame from the stunning intro – a truly hair-raising experience. Expect this to receive an 18 certificate.

**A**fter the astronomical success of Square's premier PlayStation release, the epic RPG adventure *Final Fantasy VII*, anticipation surrounds their follow up, the body horror adventure *Parasite Eve*. The game is Square's first original PlayStation RPG, taking its basis from the bestselling Japanese novel of the same name. Penned by Hideaki Seno, the media-dubbed Stephen King of Japan, the bizarre plot concerns the ill effects of a microscopic parasite which effects the human nervous system. Admittedly this distinctly adult theme is far removed from the Anime styled cutesy characters and plots featured in Square's earlier adventures, yet the dark, almost macabre

atmosphere matched with the stark and at times horrific realism of visuals, has combined to fashion a game that engrosses from first glance. With the complex plot of its paperback counterpart proving somewhat ill-fitting to a console game, only the essence of the original text remains, with the in-game characters and linking plot being devised by Square.

It is Christmas Eve 1997, and all hell is about to break loose. New York City has been invaded. But this threat doesn't come from beyond the stars or from a hostile nation, this evil is already inside us. The mitochondria are microscopic organisms located in the cells of the major muscle groups, providing the body with energy and strength. By some unknown series of events,

one individual's mitochondria has advanced to the next evolutionary level, increasing its intelligence and physical power over that of their host. Setting in turn the possible destruction of all organic life, the mitochondria seek to assimilate or destroy



**Penned by Hideaki Seno, the media-dubbed Stephen King of Japan, the bizarre plot concerns the ill effects of a microscopic parasite which effects the human nervous system.**

## MAN'S BEST FRIEND

What follows must rate as the most unpleasant sequence we have ever seen in a PlayStation rendered sequence.

This unfortunate canine has been snacking upon mitochondria-infected dog food, and is thus suffering the ill effects, transforming into a creature as horrific as your worst nightmares.







The evil lead, Eve is rather unfortunately graced with far more firepower than her heroic counterpart.



The motion capture of these huge spiders is worryingly real, making the entire office itch madly.

all inferior beings. With the use of mind control, the mitochondria form creatures structured completely of mitochondria DNA, causing the carrier to spontaneously combust or reform as mutant creatures. In the latter form the mitochondria can spread their infection to other prospective hosts, mutating these hapless life forms to any shape they desire. The race is on to prevent the spread of this infection before all life is engulfed, and thus destroyed. The scene is set and the game begins.

### ***The curtain lifts***

*Parasite Eve* has one of the most impressive and unsettling introductory sequences we have had the pleasure to view. A young couple innocently enter a theatre, taking their seats as the curtain gently lifts. A beautiful woman stands upon

***The dark, almost macabre atmosphere, matched with the stark and at times horrific realism of the visuals, have combined to fashion a game that engrosses from first glance.***

the stage, and as her performance begins, several extras join her as she breaks into song. A haunting melody fills the auditorium, the audience lilt with each note. Suddenly, without warning, the cast members fall to their knees, as though they're giving worship to her angelic song. Their screams of pain join her words, their writhing bodies erupt into flames, and the affliction rapidly spreads

through the audience – bodies run smothered in flames, seeking deliverance. During the confusion, a young blonde female stands up from the crowd, transfixed by the gaze of this siren. As the charred bodies finally fall, the screen is shared by these two anonymous females. Heading towards the stage, the singer vanishes as the screen fades to black.

## ***BRIMEUL OF AYA***

Lara Croft, meet the competition! She's blond, she's beautiful, and she's also a bit nifty with a firearm. A rookie NY police officer, Aya has all the upfront charms to give Lara a run for her PlayStation crown.







The placement of cameras and lighting do deliver a cinematic style to *Parasite Eve* — something that delighted us.

As we pick our jaws up from the ground, we are left to contemplate the delights that lay before us. Sadly, in this playable Japanese version, we were a little overwhelmed by the huge amounts of text — our Japanese is about as good as our pulling technique! Thus our progression through this epic adventure was always going to be limited, but we can report that *Parasite Eve* is beyond question a game that is worthy of your utmost attention.

Based upon an improved version of the already impressive *Final Fantasy VII* engine, blending rendered backgrounds with polygon characters, *Parasite Eve* once more distances itself from its counterparts by the removal of the Anime comic book proportions of the characters. A more realistic form has been added instead, which can be seen in the shape of the female lead, Aya, who has some very seductive curves indeed. The visuals are also considerably sharper and cleaner due to the vastly improved screen resolution and marked increase in the frame rate of the character animation, making comparisons with this and Capcom's



Although you don't get to control the vehicle itself, the driving section is a very novel touch. Take care to actually digest the text and not sit back and enjoy the ride.



The use of shadows and minimal lighting lend the game the visual style of John Carpenter — possibly the greatest living director working in the horror genre.



The level of detail is staggering — notice the contents differ from each desk and the subtle use of light. Glorious.

*Resident Evil* more applicable than Square's previous titles.

Not only have the visuals been slightly redirected, but also the main gameplay emphasis calls upon greater levels of exploration and puzzle solving rather than combat.

### Release the pressure

This change of style has increased the levels of tension and suspense. By limiting the amount of battles that take place, the overall effect of each will be enhanced — a tactic which is far better suited to the dark content of the game.

Combat itself remains in the Active Time Battle System variety introduced in

***Parasite Eve plays very much like an interactive horror movie. The use of blended cut scenes and in-game sequences are employed to enhance realism and produce some stunning set pieces.***

*Final Fantasy VII*, with the player and their foes taking different times to recover from inflicted attacks. The early conflicts see Aya armed only with her police issue side arm, yet later levels promise further additions to her arsenal. However, the inclusion of magic spells and further fantastic weapons have been deemed unsuitable and thus not included.

*Parasite Eve* plays very much like an interactive horror movie — blended cut scenes and in-game sequences are employed to enhance realism and produce some stunning set pieces. The dimactic showdown — don't worry, we



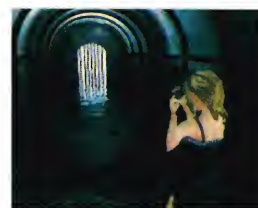
The US Air Force take to the skies to deliver their payload to the huge mutated... errr, hang on, we almost blow the ending. Next caption please!



Searching each area carefully, you will uncover vital clues as well as power-ups. Curiosity rewarded this cat.

won't blow the surprise — borrows from such FX-laden silver screen epics as *Godzilla* and *Independence Day*. The obvious attempts to craft this cinematic adventure are reflected in a brief look at the creative team behind *Parasite Eve*'s collective CV, which combines the talents of the US and Japan. Included are the optical effects teams behind such Hollywood blockbusters as *Die Hard 3*, *Virtuosity*, *Apollo* and *Casper*, along with the majority of the creative team behind *Final Fantasy VII*. An impressive pedigree, if not an indication of Square's obvious faith in the product.

Each new title that turns up in the TP Towers will instantly attract a crowd,



As this is based upon various horror movie themes, we all know that something nasty is preparing to leap out from the shadows.



Having found yourself grossly outnumbered or running rather low on ammo, the best solution to your problems is to run away.



The penultimate incarnation of *Parasite Eve*'s lead villainess, the once-stunning Eve.

### TP PRESENTATIONS

Publisher:	Sony	Price:	£44.99
Developer:	Square	Released:	TBA
Players:	One	Game type:	RPG



# Earthworm

Do you remember the wriggly superstar that helped to prolong the inevitable demise of the sixteen bit consoles? Well... He's back. Only now he's sporting a new 3D image!



Journey to the centre of Jim's brain... Makes you wonder what a graphic representation of your own brain would look like...



The full 3D playing environment enables Jim to roam about almost anywhere. Graphically, this is the best *Jim* game ever produced.

**F**rom the ravages of the soil he rose, many years ago. Wriggling into a powersuit, he was transformed into the world's first inter-galactic, spineless superhero. With a passion for fighting and a sense of humour to compliment it, a star had wormed its way into the limelight and conquered the hearts of adoring gamers throughout the land. The Megadrive and SNES had unleashed a character that would go on to greater success and even have a cartoon series

**His mission was quite simple: save the planet and entertain the universe!**

## MONSTER MADNESS

These are some of Jim's most feared subconscious images. A large funky Elvis and a dancing disco zombie are just two of them. There seem to be loads of 'em, everywhere you go!



made after him. His name was Earthworm Jim, and his mission was quite simple: save the planet and entertain the universe!

The elusive wriggler is now about to begin his assault on the 32-bit market, and with his new 3D world and fancy frame speed, Jim seems to have evolved somewhat remarkably from his previous outing. Those of you who are fed up with the constant replaying of his cartoons and have yearned for his videogame return, will

doubtless be excited by anything involving the irrepressible big-eyed invertebrate. When the expected September release is fulfilled, many will be dambering to grab a copy for themselves on the basis of past performance alone. But just how well the pink superstar adapts to the late 90s technology remains to be seen...

## Gotta wiggle wid it

The story of EWJ 3D is far removed from that of the previous adventures. This time around, Jim finds himself being knocked unconscious by a falling cow. The consequence of this is that Jim has to chase around his brain, gathering brain cells to repair his psyche. Jim's big ball of grey matter is a weird and wacky world of colour and calamity. It conjures up the bizarrest of creatures and the



The floating yellow bubble things above Jim's head are his brain cells. These are to be collected throughout each level.



Jim wanders around his brain and stumbles upon some grooving undead. Wow, these dead guys really know how to party!



# Jim 3D



Jim legs it through another bright and colourful level. Sunglasses are definitely a necessity if you're playing this with a hangover!



strangest of environments. During the course of the action he travels through various different areas of his own subconscious – Physical, Fear, Fantasy and Childhood are just some of the weird domains he has to plough through in his adventure. Each of these have their own selection of crazy characters, ranging from the totally strange to the downright inconceivable. Pizza-eating Elvis Presleys and dancing zombies at a seventies disco are just a taster of the lunacy of the complete picture.

However, the worm himself hasn't changed a great deal from his previous outings. He's still a wrinkly pink shoelace with one big eye and a powersuit. This



The entrance to the 'Fear' section of Jim's brain. At present there are six of these separate sections, and each is completely different in both style and form.

## THE GALLERY JIM

This is a little collection of images of the beautiful, model-like star of the game. The pictures are shown hanging on a wall in one of the levels.



time the suit stays on though, and it has now become a permanent fixture of Jim's being. The comedy running action is still employed, as is his hilarious anecdotes that flow in typical, funny-worm style. Everything worth retaining from the original is still there, but tuned and refined to a modern standard.

## Cell search

The original developers behind the *Earthworm Jim* extravaganza were Shiny entertainment, they of more recent *MDK* and *Messiah* fame. The fate of the 3D version has been entrusted to the Scots-based football fanatics, V.I.S. Interactive. Stuck up in the remote town of Dunfermline, the Jock developers are the team responsible for the wacky events and characters that enhance the game. Almost all of the work has been created from scratch, with the exception of the original concept. Theories and ideas behind their creation speculate that they were intent on recapturing the fun element of *Jim* and of games in general.

The comedy content is certainly rife, and not necessarily aimed exclusively at the young sector of the market – adult puns and a flagon of black humour accompany the proceedings throughout.

## HAM IT UP, DUDE!

During the game, one level stands out and plays totally different to any of the others. As a pig lies face up, wrigglin' Jim takes it upon himself to jump aboard and surf the bacon.



**Pizza-eating Elvis Presleys and dancing zombies at a seventies disco are just a taster of the lunacy.**



The Granny Gang are a gunfighting group of aging pensioners. They are far from frail bus pass users and make for formidable opponents.

Surfing on pigs, running around on a giant record player, and firing bombs in the shape of garden gnomes are just a little indication of what *Earthworm Jim* is basically all about. The stuff that has been shown to us all so far was a progress report, so it has a fair way to go until final completion.

Evidence suggests a reasonable multi-level romp through a zany world, and if you're a big fan of Jim himself, then you will be delighted. We will keep you informed on any developments as they happen. **TP**



Hang on...! There are three enemies running towards you on a bowling alley, and there's a bowling ball right beside you... Err... What's gonna happen here then?!

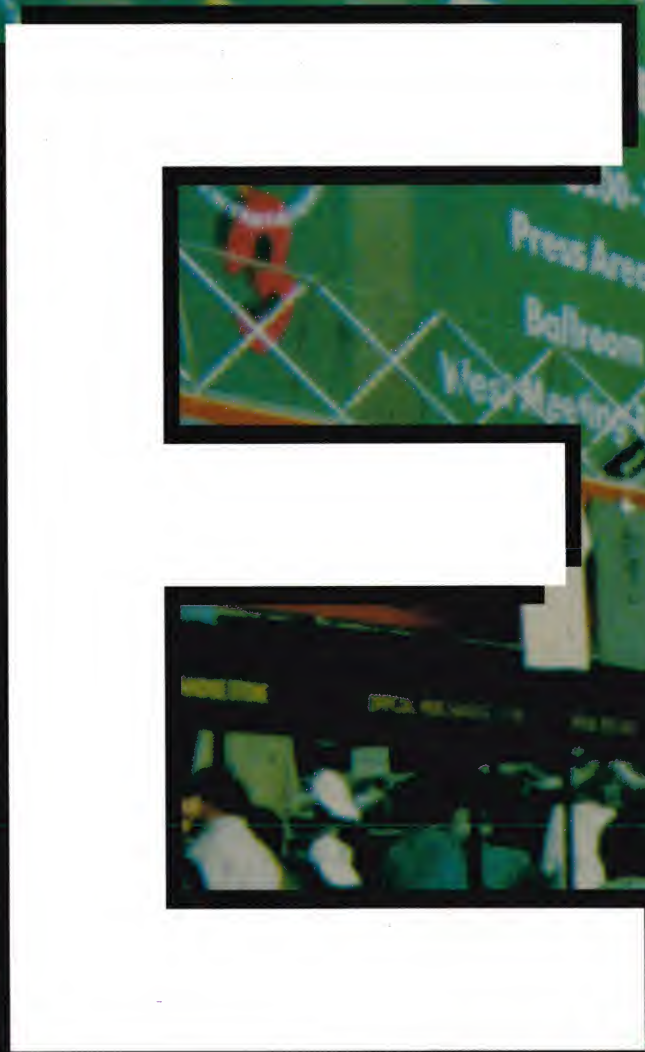
## TP SPECIFICATIONS

Publisher:	Interplay	Price:	TBA
Developer:	Vis International	Released:	September
Players:	One	Game type:	3D Platformer





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Electronics  
Entertainment



**It's the biggest annual  
videogame trade show**

**in the world, so it's**

**back once again to**

**Atlanta, where *Metal***

***Gear Solid* was**

**playable, *Tomb Raider***

***III* was revealed, and**

**Sony's Christmas**

**roster was shown in**

**full for the first time.**

**3**  
**Expo '98**

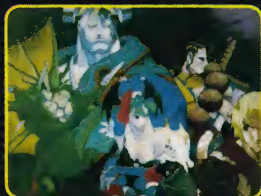




Interactive  
Digital  
Soft



Glorious Atlanta, where the game industry ups sticks every year and comes to chat and unveil their new Christmas products.



**T**he Electronics Entertainment Expo, or 'E3' as it's more commonly known, was held in May at the World Trade Centre in Atlanta and was host to three days of relentless commercial hyping and audio visual devastation. The massive exhibition halls included hundreds of exhibitors from PlayStation, PC and Nintendo backgrounds.

Sony had the biggest presence of any exhibitor and was slap bang in the middle of proceedings, showing off some forty new PlayStation games to be released over the following year, and even a couple for next year.

Sony's two tier display was devoted to games old and new - *Tekken 3* arcade

machines were attracting many fans and a *Gran Turismo* booth with first prizes of week long racing holidays was always full. The Japanese giant also has a video screen with a virtual Crash Bandicoot answering questions from a young male comedian eager to please the audience.

Eidos opted for a more traditional method of pulling in the punters by placing Lara lookalikes all over the place and bringing out the *Fighting Force* girlies for photo opportunities. The presence of a playable version of *Tomb Raider III* was enough to lure most people anyway. The same could be said of *Metal Gear Solid*, which had muscle-bulging military assassins

running about every half hour as the indoor fireworks and sonic booms commenced.

The show managed to mix the bizarre with the obscure, and the big name games with some unheard of releases. Fancy a bit of look at *Abe's Exoddus*, or would you prefer looking at vibrating mobile phone pets? Would you rather have a gander at *Clock Tower 2*, or perhaps Capcom's new *Rival Schools: United By Fate* tickles your fancy?

The wealth of games on show must be the highest amount ever shown for a console platform at one show. More importantly, a large percentage were good, with the more notable ones mentioned in the following pages. For

## Capcom

The beat-'em-up meisters continue to provide us with a supreme selection of fighting games and some new, improved versions of *Resident Evil*. Despite apparently treading familiar genre ground with *Rival Schools* and *Darkstalkers 3* (as well as re-releasing their back catalogue of retro goodies), *Freestyle Boardin' '99*, *Mega Man Legends* and *Breath of Fire 3* show great promise and assure the company continued success for the future. Their show presence alongside Nintendo and Namco showed what a loyal following their titles have, with the walls of their stand showing hand-painted game characters in an exclusive show montage. Regular arcade tournaments were staged every hour, with many sought after gifts awarded.

### Freestyle Boardin' '99

Perhaps the most surprising title in the Capcom 1998 release schedule is *Freestyle Boardin' '99*, developed by Pony Canyon. It seems as though Capcom are eager to

widen their breadth of titles whilst furthering their gargantuan collection of beat-'em-ups and advancing the *Resident Evil* series. The eight course two player *Cool Boarders*-style snowboarding game looks promising, although we expect to see a glut of these titles during the autumn, especially now that *Cool Boarders 3* is in progress. The 'Freestyle' section of the title suggests that it will be more stunt-based than its predecessors, and over 50 new tricks have been hinted at, which will surely get boarding fans excited. As much as a luminous green puffa jacket anyway...

### Rival Schools: United By Fate

The Japanese-themed school girl beat-'em-up was shown in playable form and looks very close to its arcade counterpart. For the uninitiated, the polygon beat-'em-up is set amongst six different high schools and... err, high school scraps commence. Original gameplay traits include the appearance of a third character when a special move is performed. The extra

character then teams up with the character that summoned him and pummels the competitor in a violent two on one fest. The fourteen playable characters have the ability to launch opponents sky high - graphical flashes abound and it's a more speedy sensational beat-'em-up than, say, *Street Fighter Alpha*. PlayStation enhancements include extended cinema sequences and some new sonic jingles. *Rival Schools* looks like being a good addition to *Tekken 3* and is the next big beat-'em-up after Namco's finest.

### Darkstalkers 3

The 2D beat-'em-up series is still going strong in Japan and in America too, where the Anime character designs have become synonymous with Capcom titles. Eighteen characters are offered in this gothic prequel, along with a *Tekken 3*-style practice mode and a gallery full of the fantastic 2D artwork that is so popular among fans of the series. Hopefully this will be a bit better than former PlayStation conversions, which were - in truth - a bit rosey by Capcom's standards.

## X-Men Vs Street Fighter

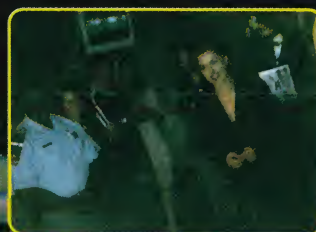
A long time fave of arcade fans, this epic 2D beat-'em-up featured huge sprite-based versions of all the major Marvel characters, such as Wolverine, Gambit and Sabretooth, as well as Akuma, Chun-Li and Cammy from the *Street Fighting* clan. The arcade game has massive in-game sprites and the Saturn needed a ROM cartridge to cope with all the animation and backgrounds. No extra hardware is needed for the PlayStation versions, and the rolling footage we saw looked smooth enough to keep fans of the game happy.

## Resident Evil in Dual Shocker!!

Capcom have followed Nintendo's lead of releasing Dual Shock compatible versions of older games and have reprogrammed versions of both *Resident Evil 2* and *Resident Evil: Director's Cut*. *Resident Evil 2* now causes the Dual Shock pad to vibrate when the zombies start chewing at your legs or hounds jump through windows. *Resident Evil 2* now



Gillian Anderson was promoting *The X-Files* game, and even took time out to have a chat with us... much to our surprise.



every one that we've mentioned there's at least another three which look almost as promising but are further from release. Shiny's *Stunt RC Copter*, for example, was pushing the Dual Shock analogue pad harder than any game we've played, and utilised almost every button to pilot the remote control helicopter around its game environment. Similarly, Ocean presented two new racing games in addition to *V-Rally 2*. A Le Mans sponsored game was looking as graphically impressive as the now legendary *Gran Turismo*. *V-Racing* was at an earlier stage, but looked as if it could easily be the stopgap until *V-Rally 2* arrives.

Sony seem to have overcome the oft-touted criticism that they let too many mediocre games be released and E3 marks an upturn for the PlayStation - there are even more games like *Tekken 3*, *Gran Turismo*, *Metal Gear Solid* and *Parasite Eve* on the way. Hardware developments were kept very quiet, and there was absolutely no mention - predictably - of PlayStation 2, because the main focus was purely on the PlayStation and its new peripherals, such as the Dual Shock pad (Capcom have even reprogrammed their *Resident Evil* series for use with the pad). The burgeoning total of triple-A selling titles was huge, and paid testament to the huge installed user base the PlayStation has in

both America and the UK. More sequels were evident, with possibly more than we would have like to have seen but, again, that's one of drawbacks of the console being so popular. If that's the only price we have to pay then, hey, we're doing fine.

The trend towards *Tomb Raider*-style games was very evident - Acclaim's *Shadowman* looks like an excellent shoot-'em-up, along with *Duke Nukem: Time To Kill*, which features added 'visible' Duke character. Eidos' *Omikron* looked similar too, but if Lara has spawned imitators, she's surely given developers a kick up the backside in terms of creativity and intuitive gameplay - not to mention stunning graphics. **Richard**

has a new 'easy' mode after criticism that the game was too hard. This comes in the shape of a rocket launcher with infinite rockets. An Extreme Battle mode which uses an onscreen timer has also been added, with set tasks to be completed within the time limit. The *Director's Cut* has a brand spanking new musical score too. A UK release for this enhanced couple hasn't been announced as yet, but we'll keep you posted, as a Christmas release is a possibility.

## Pocket Fighter

The shopfront Japanese arcade game that features super deformed versions of Ryu and co (meaning they're about a third of their usual size) is

PlayStation bound. Again, we see nothing to grumble about, but it's hard to see the game as much more than a novelty for fans. We'll reserve judgment until we see the finished game though.

## Capcom Generations

After Namco's foray into retro games, Capcom are set to release three CDs based on a set game in collection format. Included in each title are the now familiar museum style options to view the game's promotional and arcade history. Perhaps most exciting of all is the *Ghosts and Goblins* series, including the seminal platformer *Ghosts and Goblins*, *Ghouls*

and *Ghosts* and the SNES reworking of the prequel, called *Super Ghouls and Ghosts*. A new *Street Fighter II* collection, not to be confused with the more recent Alpha and Super bundle, comprises the genuine 1991 arcade original as well as the playable boss version, known as *Championship Edition*, plus the true fave among professionals, *Street Fighter II Turbo Hyper Fighting*. The 1942 series of World War II aircraft shoot-'em-ups have a disc to themselves as well, with the original, 1943 and 1943 Enhanced being present and correct. All these titles are released in the autumn, with a September release for

1942, October for *Ghosts and Goblins* and November for *Street Fighter II* in the US. As usual, we'll update you if any of them make it to UK shores.



## Namco

Namco's stand centred mainly around the US release of *Tekken 3*, with players turning up in their hundreds over the three days to take on everyone at the arcade version. The *Soul Edge* (*Soul Blade* in the UK) arcade sequel was also briefly shown and attracted many eager button bashers. The couplet below took centre stage, but there was a distinct lack of driving titles (no *Rage Racer* follow-up). *Gran Turismo* has obviously caused some rethinking.

## Pac-Man 3D

The yellow power-pill gobbler has returned in full spherical 3D finery, using a mix of traditional top-down maze levels like *Pac Mania* and some *Klonoa*-esque platform levels. At the moment

the game is quite simple, but the breaks between maze and platform levels work very well. However, the game isn't due for release until spring 1999.

## Tales Of Destiny

Namco have been producing RPGs for ages, but rarely is anything ever translated. The Western success of *Final Fantasy VII* has ensured that publishers are much more eager to export the once nerdish genre to the US and UK. *Tales of Destiny* follows the massive SNES release, *Tales of Phantasia*, but has rendered scenes and sprite-based fighting sections similar to Square's current approach to RPG graphics. The music is typically inspired and we're certain that this won't be a second-rate RPG. It should give Sony's *Wild Arms*, which is due for a UK release, some stiff competition.







**Obviously, most people had come to look at Lara.**



**Tomb Raider III**



**Warzone 2000**



**Omikron**

## Eidos

Obviously, most people had come to look at Lara. *Tomb Raider III* was constantly being played and a virtual onscreen Lara, who looked very similar to Liz Hurley, was being interviewed by fans. For the more sensible and... err, non-American folk, there was a real Croftlike strutting her stuff with the Eidos girls. The Eidos stand also had a bizarre cross promotion that meant dodgy San Francisco rockers Third Eye Blind would appear at the Eidos party and play 'Semi Charmed Life', but only if Eidos played it 300 times a day on their stand. After *Tomb Raider III*, Eidos revealed a particularly strong line-up, including *Warzone 2000*, *Omikron* and *Urban Chaos*.

## Tomb Raider III

Lara's exploits continue, with a new graphical engine using triangular polygons rather than squares, which basically means that there are fewer glitches. The landscapes shown at the show looked similar to the original *Tomb Raider*, with gritty caves to explore. The developers were keeping quiet about much of the game's later levels, but did reveal

that the new vehicles included a jeep, forklift truck and possibly a monster truck. Quite how the latter will fit in to the game's plot is anybody's guess...

TP was perhaps most impressed by the fluidity of everything, especially when the Dual Shock analogue pad was used to look around while running – one stick is used for controlling the camera, while the other is used for character movement.

## Warzone 2000

Billed as a 3D *Command & Conquer*, *Warzone 2000* looks very nice indeed. The assortment of military vehicles are superbly texture mapped, and if the speed of the game can be kept as fast as Westwood's key title, major benefits could be had. Changing the wargame sim into the third dimension means that there is a greater sense of scale – you can easily judge how tall buildings are, for example

## Omikron

Imagine the environments of *Syndicate Wars* and *Star Wars* combined. Then imagine that you roam these environs



in *Tomb Raider* style, but instead of jumping about all over the place, you have an assortment of tasty weapons to use. Similar in concept to Acclaim's *Shadowman*, *Omikron* was part of a wave of 3D adventure/shoot-'em-ups seen at the show, with both *Metal Gear Solid* and the *Tomb Raider* series influencing developers and publishers alike.



**Metal Gear Solid**



**Kensei - Sacred Fist**



**Silent Hill**

## Konami

The Japanese company was in fine form for E3, proudly showing *Metal Gear Solid* and *International Superstar Soccer '98* at their booth, which was done up like a military base (to coincide with *Metal Gear* being playable, you see).

## Metal Gear Solid

A superb 3D spy game to rival the best adventures on the PlayStation. The Anime sniper assassin atmosphere is conveyed perfectly via the moody main character.

Konami are anticipating such a huge response to the game that Sony are helping market the game in America. We've played the game, and although it's not due for release until

September in Japan and October in the US, we've got a rather special preview that we're presuming you've already read. The company's biggest game of recent years, for sure.

## Kensei - Sacred Fist

Bearing an uncanny resemblance to *Tekken 3*, *Kensei - Sacred Fist* is a fighting game that is probably the first of the post-*Tekken 3* bunch to be really good-looking. The twenty characters on show are rounded like the *Tobal No.1* cast and sufficiently undressed to bear comparison to *Dead or Alive's* four bouncing ladies. The game's strength will be judged on its gameplay, and as soon as the code is playable, rather than in

rolling demo form as it was here, we'll have more to tell you. Expect the game to be released around November.

## Silent Hill

The Japanese like their sedate horror adventures. After *Clock Tower* and *Devil's Deception*, *Silent Hill* looks like being a nice change because it looks quite good, unlike the dire aforementioned couple. A rendered graphical style is used throughout, complete with a spooky musical score. We're hoping that the game will dispel the myth that most titles in this genre are insubstantial puzzle games. Definitely the most curious Konami game on show.

## G-Shock

*G-Shock* casts you as a deep sea diver called Jean Cave

– a salvage diving expert who is hunting for treasure. Very similar to the Namco's *Treasures of the Deep* game, *G-Shock* looks unremarkable at this stage, but the Christmas US release should give the developers time to come up with some original aspects for the title.

## The Contra Adventure

After the original *Legacy of War* version of the game, Konami have produced this sequel which is more in tune with the SNES original, which went for straight blasting action. The show version of the game had some impressive beam effects for the central characters' weapons, and it could well be the definitive PlayStation shoot-'em-up of



## Mortal Kombat 4 and the hugely promising Abe's Exoddus were wowing the E3 crowd.

1998 if Konami can keep up the standard of gameplay we've sampled throughout the game.

### Azure Dreams

Konami's return to RPGs after Suikoden and Vandal Hearts is billed to be a huge isometric affair similar to Capcom's Breath of Fire 3, but it has a Tamagotchi

monster building-style element to it. You have to build up villages inhabited by the monsters that you create and tame. The game engine also features a random map generator so that when you restart the game, it isn't formulaic. The characters all look pleasingly detailed in their 2D form, but it has raised the question of when Konami

will produce a 3D RPG and finally get back on a level with Capcom and Square. Azure Dreams is a turn-based RPG and fans of Vandal Hearts should be advised that it's in the same style, but superior in gameplay terms. Incidentally, a UK release has been confirmed for this title, and we should see it on the shelves around August.



G-Shock

The Contra Adventure

Azure Dreams

## GT Interactive

Mortal Kombat 4 and the hugely promising Abe's Exoddus were wowing the E3 crowd, with the Oddworld follow-up being shown in a cinema booth with an audience frequently laughing at the Abe humour. Special mention must go to the GT party, which provided some genuine Soul Storm brew from the Oddworld universe.

### Oddworld: Abe's Exoddus

The 2D platform game was given new life by Abe's first adventure, thanks to the novel game speak and err, farts of Rupture Farms' inhabitants. Following on in a similar 2D cinematic manner, Abe is now on a mission to stop the evil Glukkons from using Abe's species (Mudokons) bones for producing Soul Storm brew. The trouble is, Mudokons are being used as slaves again – to dig up their own bones! Their eyes are sewn shut, rather than their mouths, and it's all a bit sad.



There are several new features that were revealed – the main one being that the Mudokons have emotions and will sometimes go mad or commit suicide at the drop of a hat. Abe has new commands to combat these new feelings, such as verbal snippets like "all of ya", presumably to gather up all friends in a 'follow the leader' style. Farts are now dangerous and much more combustible than before, appearing like Gon's toxic green output in Tekken 3.

There are eight levels in the game, complete with sub-sections and a massive climax at the Soul Storm brewery. The saga continues, and we await the new instalment's eye-wateringly superb cut scenes with baited breath – can it possibly surpass Heart Of Darkness?

### Duke Nukem: Time to Kill

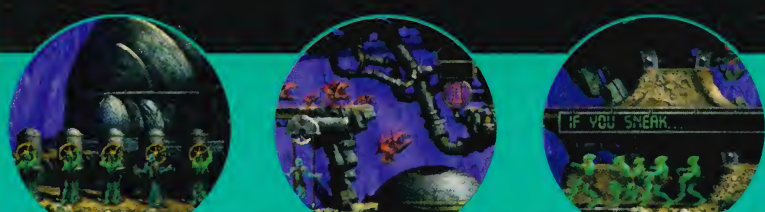
Full 3D action for the Duke, as he explores a new environment and a split screen two player mode. Modern city arenas in present day America are available for some prime-time shooting, and you can even venture back to the old Wild West – all in the name of preserving the Nukem tree. The main change in the game is that you can now see the muscular fellow in the flesh rather than just seeing through his eyes, Doom-style.



Duke Nukem: Time To Kill



Duke Nukem: Time To Kill



Abe's Exoddus



The game was awarded all manner of 'show stopper' award stickers from organisations at E3.

## Psygnosis

### Colony Wars: Vengeance

A gorgeous sequel to the original space shooter of last year, with all player criticisms addressed. The main surprise is that you can actually enter the planets and fight with *Starfox*-style polygon enemies which differ from planet to planet. The combat method has been simplified slightly, or at least made easier to use.

Space sequences on asteroid belts are much sharper and enhance *Colony Wars'* excellent feeling of space flight. The graphics are a step above most other shooters in the same way that *Gran Turismo* is above most driving games. The mission FMV format is still present, but there is more of a hands-on feel to the proceedings, which should mean more success for the sequel. The game was awarded all manner of 'show stopper' award stickers from organisations at E3, and all bodes well for the game's winter release.

### Attack of the Saucerman

A bizarre shoot-'em-up which casts you in a suspended *Croc*-style perspective in B-movie territory. You control Ed the Alien and have to collect creatures called 'neds'. The game resembles the LucasArts title *Zombies* and even *Mario 64*, due to the open 3D environment which can be traversed in your magical flying saucer. The assortment of weapons looks to be rather large, but we don't mind saying that we're a bit dubious about a weapon called the 'Love Bomb'. Humour seems to be the order of the day, and the developers, Fube Industries, could produce a bit of a cult classic if they keep those 1950s vibes going strong. It's not due until next year, but a full preview will appear soon.



### Lander

After the revelation that you can skim the planet surfaces in *Colony Wars: Vengeance*, *Lander* takes the concept further, giving you vast landscapes to explore which have more in common with a flight sim than a shoot-'em-up-based adventure like *Colony Wars*. There is also a two player co-operative mode too, which should mean that Psygnosis have come up with a strong 3D engine to push all those polygons. The game uses some of the most advanced audio technology that sonic pioneers Psygnosis have ever utilised in their software. The PC version, by the way, is the publisher's first game to be released on Digital Video Disc and has led to a promising relationship between themselves and Dolby Laboratories.

### Global Domination

A puzzle strategy game that on first inspection looks like something from the film *Wargames*. In fact the game revolves around a rotating (oh, too spinny, man) globe and the future of the planet at war. Missiles and forces are employed Risk-style in a bid to protect yourself and gain further territories. The game has weapons varying from WW II to the middle of the next century, so there is more variety than you would think for a game which looks like being a bit simple. The lack of a two player option

is a bit of a concern at the moment, and we'll have to take another look at this original concept when it ventures near our preview radar.

### Pro 18: World Tour Golf

Details on this unusual signing for the Liverpoolian publishers are sketchy, but it's developed by Intelligent Games, and rather than having a horde of polygons to display the course, the programmers seem to have gone for a more photorealistic look, like EA's early PlayStation *PGA* games. Again, *Pro 18: World Tour Golf* should be released before Christmas, giving Gremlin's *Actua Golf* series some much-needed competition. They've still got Peter Aliss on commentary duties too.

### Formula 1 '98

The original developers, Bizarre Creations are no longer producing the *Formula* game, so Visual Sciences have taken up the task instead. The game engine has been rebuilt completely, but at this stage the title isn't nearing a fully playable state. The progress so far shows much more solid vehicles and a greater sense of scale - there are a wide variety of camera angles and replay views. The big bonus for the game is that there is a four player mode if serial link lead is used between two PlayStations.



Colony Wars: Vengeance



Colony Wars: Vengeance



Colony Wars: Vengeance



Attack of The Saucerman



Lander



Lander



Global Domination



Global Domination



Pro 18 World Tour Golf



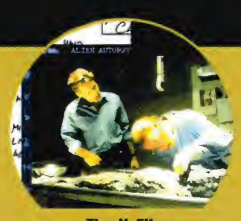
F1 '98



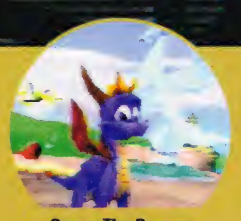
The domineering company of the show showed a mix of new, unseen games like *Spyro The Dragon* and some established games which have been confirmed for a UK release.



The X-Files



The X-Files



Spyro The Dragon



Spyro The Dragon



Wild Arms

## Sony

The domineering company of the show showed a mix of new, unseen games like *Spyro The Dragon* and some established games which have been confirmed for a UK release. Even *Spice World* turned up on the eve of Fat/Wrinkly/Past It Spice deciding to leave the band, which was playable for the first time, incidentally. There was confirmation of *Final Fantasy VIII* coming out in the UK in time for Christmas 1999 too.

### X-Files

The FMV-led point and clicker is causing a bit of a stir among fans of the supernatural television series, most notably because of the actual onscreen presence of Mulder and Scully. The video footage runs for over four hours on five discs and should make fans wibble as it's the only episode that will not be shown on TV, folks. This issue's preview explains things in more detail, and Fox Interactive even managed to pull Gillian Anderson into their booth. TP was there to have a chat and... err, hand her a copy of TP. Which she was delighted with, we're sure.

### Spyro The Dragon

A truly superb-looking game which even at this point in time is looking as nice as *Gex 3D*. Insomniac Games are the developers, and the coders should give both Crystal Dynamics and Travellers Tales (creators of *Rascal*) something to fear. In concept, we're

straight back to *Gex* territory, except the main character is (obviously) a dragon, which means flight scenes are in here. It's all very cute and plays superbly - Sony seem to have almost conceded that *Crash Bandicoot 3* might not be to everybody's taste.

### Wild Arms

The now quite old RPG is heading for a UK release, perhaps a bit late, considering Americans had it yonks before *Final Fantasy VII*. Mustn't moan though, because the wealth of available RPGs is a good thing and certainly helps the cause of *Parasite Eve* getting a UK release.

### Spice World

The four that were five shake their collective playable booty in a *Po-Rappa* style dance fest which allows you to mix your own tunes and, like, be a real producer. Oh yes. The multi media aspects like video clips were still to be full implemented, but the dance routines are simple button combinations which control one character on a disco dancefloor.

The amusing thing is seeing the characters each do their own trademark poses - Posh just pouts and swivels her legs, Sporty kicks, Scary grins, Baby just stands and does her angelic swing. All in all, the game section looks like being a laugh, but it's the sound editor and videoclips that will appeal most to fans, in our view. If there are any left, that is.

### Bust-A-Groove

*Bust-A-Move*, the third dance sim from Sony after *Po-Rappa* and *Spice World*, has

been renamed, incorporating the 'groove' moniker to bring the game into line with the 70s feel of the title. It looks like the video game equivalent of *Saturday Night Fever*, with aliens on the psychedelic dancefloor.

### Cool Boarders 3

An eight player, linkable version of Uep Systems' classic snowboarders was shown in rolling demo form. We have learnt that the tracks now total a massive 36, and there are around 20 boarders who are now decked out in backpacks and the like. Graphically, things have improved considerably, with virtually none of the previous games' glitching. It's faster and more fluid, and we can't wait to play it to be honest - especially in link-up mode.

### Crash Bandicoot 3: Warped

Oh look, it's Crash - he's back! And he's just the same as before. Joy. Hover boards and dinosaurs replace polar bears and hogs. You can double jump and chuck apples and well, you'd be mad not to prefer *Spyro The Dragon*.



Wild Arms



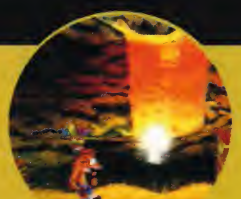
Spice World



Spice World



Bust-A-Groove



Crash Bandicoot 3



Crash Bandicoot 3



Cool Boarders 3



Cool Boarders 3



Bust-A-Groove



# Reviews



**46** Spending over four years in development, French coders Amazing Studio have finally finished their masterpiece. The result is the most polished platformer the PlayStation has to offer. Can it take on both the similar *Abe's Oddysee* and new boy *Gex 3D*?



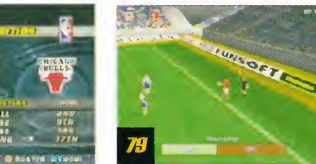
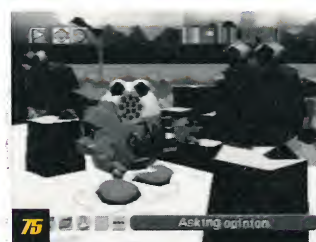
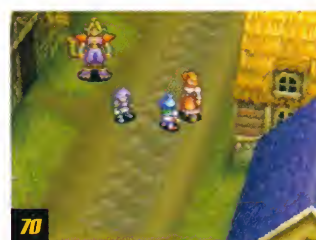
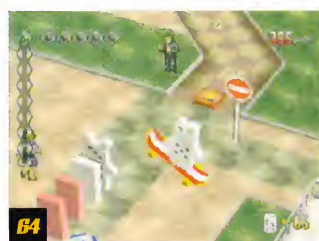


Racers dashed with a bit of shoot-'em-up action are flavour of the month at the moment. *Vigilante 8* leads the onslaught, with Interplay's *Crime Killer* giving chase, tailed by an ambling *Wreckin' Crew*. We're glad to finally give you our full review of *Colin McRae Rally* – which must be CodeMasters' finest PlayStation release. The cartoon shoot-'em-up *Frenzy* is partnered with Ocean's separated siamese twin of *Tunnel B-1*, *Viper* – a helicopter-based gun fest. Ocean have also confirmed the PAL release of Capcom's recent RPG *Breath of Fire 3*, which should keep those who prefer more taxing games than shoot-'em-ups. Likewise the eagerly awaited *Premier Manager '98* is on the pitch – at last! – and you can choose to act out all those managerial fantasies. Oddities of the month must be the too-obscure-for-anyone *Mr Domino*, Sony's Virtual Pet thingy called *Pet In TV* and a wrestling game from T-HQ (surely not!) called *WCW Nitro*.

<b>Heart of Darkness.....</b>	<b>46</b>
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<b>Frenzy!.....</b>	<b>66</b>
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## TP Timeplay

This simple device is our way of letting you know how we think the reviewed game is going to fare when played over a given length of time. The bar chart includes both single player and multiplayer scores. For example:

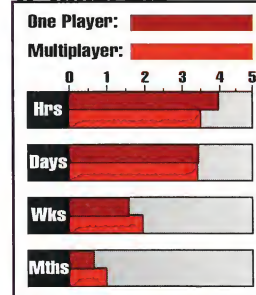
On the chart shown below initial interest for the featured game will be very high, staying at a similarly high level as you get to grips with the controls and explore the game over a number of days.

After that, however, its appeal may tail off due to a lack of depth, other games becoming available or the fact that it is too easy to complete.

It may still emerge for regular multiplayer action though, either in two player or four player form, hence the multiplayer bar differing from the one player bar in the weeks and months sections.

Simple isn't it?

### TP TIMEPLAY



## MARK IT!



90 or more:

Any game earning a TP Direct Hit is an essential purchase for any gamer



85-89:

Falls just short of greatness but is still a must for fans of that particular genre



0-49:

Basically, only its mother could love it. Only desperation could make you touch such a thing!

## Icons

These eleven icons ensure that you know exactly what peripherals to use for each game



Number of players



Steering wheel compatible



Memory card  
(One block unless otherwise stated)



Light gun



Multi-tap



Split screen mode



Dolby surround



Link-up mode



Analogue



Dual Shock Analogue



Mouse





# Heart of

*If Grob didn't really inspire you and Crash and Gex 3D seemed all too familiar, then Heart of Darkness should appeal on many levels and act as platforming salvation for experienced gamers.*



The game gets progressively darker as you venture forward, and this misty scene is a perfect example of the array of atmospheres that occur from level to level.



Quite often you'll see enormous overhangs like this in the background, and it's hard to keep your eyes on the task in hand.



# Darkness

Over four years in the making, Amazing Studios have finished their epic platformer and given us an appealing 2D example of the genre which is set to stun the world.



**W**hen the PlayStation first came

out, we took it for granted that a decent 3D platformer would appear and offer something resembling *Mario*. Instead we got a range of 2D platformers like *Rayman* and, eventually, *Jumping Flash* and *Crash Bandicoot*. Sony's efforts to produce a *Mario*-esque console mascot had worked, but gamers wanted something more than just a cliché. It's ironic that GT's *Abe's Oddysee* was just what people wanted, despite being 2D and seemingly a step back for the genre.

When *Abe's Oddysee* was released, *Heart of Darkness* had been in development for over two years, and the development team, Amazing Studios, knew all about original platform games, having



worked on both *Another World* and *Flashback*. *Heart of Darkness* then, has a lot to live up to and quite a few competitors to pass.

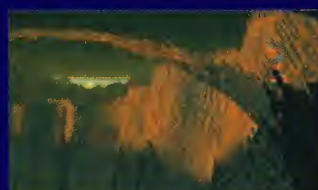
Happily, things look promising right from the start. The storyline is based around the usual Americanised youngster with cap and trainers, accompanied by a dog by the name of Whisky. One fateful day at school, an eclipse brushes over Andy's educational establishment and swipes his dog. Eager to rescue his mate, Andy pilots his flying machine – hidden in



**Zapping action ahoy – keep pummelling this wall and it will crumble, revealing about thirty on-screen enemies.**



**When *Abe's Oddysee* was released, *Heart of Darkness* had been in development for over two years. The development team, Amazing Studios, knew all about original platform games, having worked on both *Another World* and *Flashback*.**



**The genuine leap of faith! Can you cross the boundaries and enter the light without being killed? Only you can make the decision, young one...**



**This screen is a bit like *Abe's Oddysee* and the object here is to jump the speedy animals to avoid being shoved off the cliff edge.**



**You have to tip-toe across this section as quickly as you can without falling off. Sadly the shadow has worked that out too.**





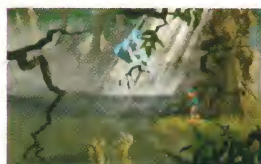
The lateral thinking element comes into play here, when you start a level upside down with no weapons.



Foreground images are used parallax style, which isn't often used in PlayStation platformers anymore.



Walls that can be climbed aren't obvious, so a bit of exploring and tapping of Up on the D-pad is necessary.



Reaching a safe vantage point, Andy looks on in amusement as another one bites the dust but enters the light.

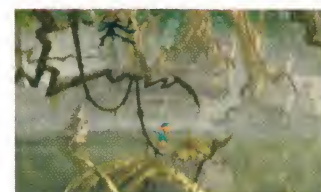


a tree house – and flies to the sky to enter the strange game world that makes up the game.

The Master of Darkness is in control here though, and the 2D levels are inhabited by hundreds of evil enemies who answer only to him. The striking thing about the 2D format of the game is that it allows you much more freedom than you expect and proper puzzles can be implemented. There is no clichéd head-stomping business going on here – Andy starts off with his raygun, but it isn't a case of point and shoot... oh no. The first level

is riddled with skeletons, which are static but have to be destroyed to kill the moving enemies which are black shadows. It's a puzzle platformer from the start, and it's amazing that the game shows such scope in the first hour or so of play.

The rendered intro is superb and stops where you start – wedged in-between a canyon in your flying machine. The game starts like *Abe's Oddysee*, with the cinematic renders introducing the scenery,



The effect of Disney on the artists never goes unnoticed, but it's often much darker than the famous American animators, and easily as good.

**The striking thing about the 2D format of the game is that it allows you much more freedom than you'd expect and proper puzzles can be implemented.**

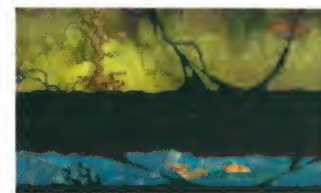
but it's not quite as cut and dried as you'd expect. The desert-style first section looks almost plain in parts until you see the Disney-style animation of Andy leaping about and the high-res graphics which highlight odd objects on the screen – usually for a reason – as the answer to a puzzle or odd conundrum.

The levels move in flip screen format rather than scrolling, which works quite

well, with each screen being a puzzle or a pixel perfect leaping exercise. You might need to revisit previous screens to move a boulder or alter an object to progress, so the linked screen makes the levels seem bigger than if they scrolled. Older gamers may recall that the Mega Drive and SNES title *Flashback* used a similar method of control, which means the animation is very fluid and cartoon-like. The cut scenes that



The cavern and underwater scenes look stunning, but this is where the game difficulty is ramped up... unfortunately.



Going underwater is never a good idea, especially on the dry level where each lake is full of piranhas.

## AMAZING STUDIOS AND FRIENDS

The French development team behind *Heart of Darkness* have collectively worked on France's most famous games – Delphine's *Another World*, *Flashback* and the defining point and clicker, *Cruise For A Corpse*. There is also staff from the *V-Rally* team involved with *Amazing Studios*, and musicians and artists from French cinema, who've worked on titles such as *Leon* and *The Big Blue*, joined the team for the game.







**A stunning trip across beautifully animated lands, epic musical scores and some intuitive gameplay that grips you harder than a long lost relative.**



appear to introduce you to a new section are fantastic – scaling one cliff ledge switches to a view of the land beneath. Likewise, if you don't have enough skill to stay on a ledge and you fall into an abyss, a death sequence will be shown with Andy warbling like an angry opera singer.

**It's a puzzle platformer from the start, and it's amazing that the game shows such scope in the first hour or so of play.**

If *Croc* didn't really inspire you, and *Crash* and *Gex 3D* seemed all too familiar, then *Heart of Darkness* should appeal on many levels and act as platforming salvation for experienced gamers. For a start, the game can take a while to complete, and even in the office, we've seen players moving about two screens for about twenty minutes while they try to



A huge swamp monster appears out of the water – note the lovely shimmering effect of the muddled river.

figure a way out. If you look close enough you can see the cogs of their brain moving too. The mix of sedate gameplay and rapid action sequences that see you running and skipping over vicious Venus flytrap-style plants is exciting stuff after mulling over how to make a seed grow into a tree. The

controls may take a bit of getting used to however, because the response isn't as rapid as similar games, purely because the animation has to have time to catch up.

Aesthetics aside, you'll feel curiously drawn to the game – the puzzles that you can't solve will create most of the addiction, but the storyline is so compulsive that it prompts you to carry on. During one



Flying skeletons are insect-style foes that tend to dive quickly rather than creeping towards you. The swines.



One of the fast rendered sequences mid-level, where you encounter an obese enemy. So big in fact, that you have to leg it rather than fight.



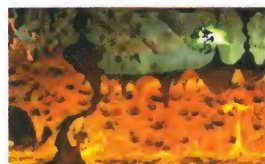
A near miss as Andy risks a Tarzan impression in front of purple plants desperate for a bit of limb action.

## THIS IS MUSIC

While original music scores aren't anything new to the PlayStation, you'll rarely hear one as good as in *Heart of Darkness*. It was written by the veteran composer Bruce Broughton, who has worked mainly on films such as *Tombstone*, *Miracle on 34th Street* and has just finished the *Lost In Space* score. His involvement with the game stemmed from his skills in writing music for Disney productions like *The Rescuers Down Under*. Happily, Bruce is also in charge of the London Symphonic Orchestra, which meant that all the tracks for the game were recorded using a full orchestra of over 40 musicians rather than sampled sounds. Violins twang and bassoons... err, purr just like they should.

The voice of Andy was provided and recorded Simpsons-style alongside the music in the studio, and – shocker – Andy was voiced by a woman. Just like Bart. It's hard not to see the production of the game in film terms, because just as French developers often make cinematic games, the developers have realised this and got film experts to 'do' the film bits. How Bruce Broughton found time to write music in-between stacking his six Emmy awards on his mantelpiece, we'll never know...





A choice of going above or below. There are flames below, but above there is a platform that acts as a bypass. You can't see it without jumping in nothingness though.



A scene reminiscent of *Earthworm Jim*, but with so much more colour and atmosphere than the worm-based game.



Step into the light, as Phil Collins would say, and the shadow enemies will perish and be turned in dust.



Use the rope to reach the other platform — but what are those cheeky shadows up to?

section of the game for example, you are helped by a large-bellied flying creature who takes you back to his village and his chief. A comedy sequence follows, and then it's back to high tension drama again. The developers have cottoned on to the fact that the cut scenes are instantly watchable, and you'll probably want to show your mates the funny bits. A gallery is included so you can see all the cut scenes that have been seen as you've progressed.

Influences in the game can be spotted — the plants look like the snapping variety in *Mario* and the shadow creatures look a bit like the Sligs from *Abe's Oddysee*. There are, however, dozens of original enemies and ingenious gameplay elements. Once you've lost your gun, or rather a beast has had it for lunch, a special power is found which makes Andy more formidable. He can chuck green gunk for a start, and even charge the strange fluid and make seeds grow into trees for climbing. There are other uses too, and it's great to see that



## CHARACTERS

### Andy

Andy is a sprightly ginger-haired kid who, in his tree house, combines toasters and vacuum cleaners to make odd contraptions. The boy is also a bit handy when it comes to computers, as he has a set-up NASA would be jealous of to launch his vehicles and control his wooden hut. Still at school, he is in fear of his devious teacher who (in the intro) likes slapping tables with rulers. Run away!

### Whisky

Andy's loyal dalmatian, who is unfortunately nabbed from Andy while laying in a meadow and taken to the Master of Darkness, who thinks his minions have captured Andy, so he throws a bit of a wobbler when he discovers it's Whisky. But the poor dog makes a decent hostage.





**A crowd of shadows chat, unaware that you're crouching down beneath their platform ready to kill them at any moment.**



**You can shoot in all eight directions, even when climbing walls and jumping. You'll need to use all directions available right from the start too.**

the game lets you explore the controls as they get more complex and doesn't give you all your abilities from the start. Just as the gun begins to feel familiar, it's whipped away from you and you're left to your own devices. A real sense of achievement is felt when you discover what you need to do or, even better, work out how to use a new

weapon or defeat an enemy.

The game world isn't as confining as it seems either – ladders lead both up and down, and at one point, when a bridge gives way *Cliff Hanger*-style, you need to climb up and down it rather than walk across it. There are also water-based levels which have gorgeous soundtracks and some lovely pastel hues. It's almost like therapy between the normal levels, which get you more and more tense until you've reached a restart point. There is a genuine tendency to let it past some screens, but this will rarely work, as there is always a puzzle or an enemy that bars your way. A huge worm might suddenly tunnel out of a wall or the shadow enemies may be hovering above you. It's hard not to refer back to key points of the game which are so ingenious, you just have to smile.

Early on, Andy starts a level hanging upside down in a



### **Amigo**

An odd, but friendly character who has had one pie too many and sports a bit of a strange haircut – a semi-mullet in fact. Amigo becomes Andy's mate when he rescues him from a nasty fall. Amigo's friends are all vegetarians and are desperately seeking fruit and veg, which is in short supply thanks to the Master of Darkness halting most of the sun's rays.



### **Master of Darkness & his servant**

No, don't go near this bloke. He's nasty, as you'd probably guess by looking at him. He is the king of his domain and the devil incarnate apparently, so it's best not to ask him for a pint of milk. In the game, his size is so huge he becomes part of the scenery in the FMV scenes. He's joined by Vicious Servant, general skivvy and pinky coward forever in fear of anything.





## HIT SCENES

Of the more humorous cut scenes, Amigo and his mates in their village must rank as the best. When Andy is taken back to their magical land, he stays the night and is given advice by a clearly addled and very old master of the land. He needs to show Andy a map, but instead produces a drawing of Andy, and in the confusion to show a map, accidentally pulls out a nude depiction of his species.

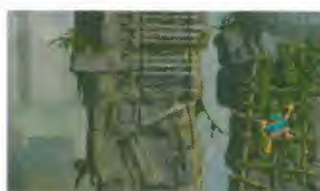
The main intro is a Toy Story-like schoolboy tale of a boy and his dog, who enters one screen while Andy is lying on his back relaxing in a field and promptly chomps the fly that the camera was focused on. The PlayStation seems to be the machine of choice for developers to show off their rendering talents. Amazing Studios join Namco, Psygnosis and Capcom as skilled exponents of their craft.



## MARTIN SAYS...

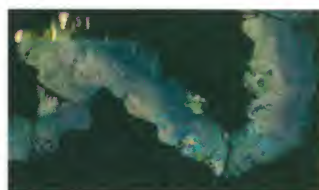
There seem to be so many 3D platformers around these days that everything can start to get a bit boring. I'm not saying they're all bad, because there are the likes of the mindblowingly good-looking *Genie* 3D and Sony's forthcoming *Spirits of the Deep*, but you have to ask yourself how could things possibly get any better? Enter Ocean and Amazing Studios with their 2D platform adventure, *Heart of Darkness*. It contains some of the slickest rendering to date and fantastic real-time shadow movements. Also found within are some tough challenges and puzzles – a la *Alta's Odyssey* (although comparisons can be made to *Assassin's Creed*). Playability is superb, and there's a whole load of enemy-blasting to boot. Combine this with some of the most entertaining FMVs to date, and you've got a whole lot more than just another platform game

swamp. There are flying enemies which peck at you like renegade seagulls – keep standing up and you'll be eaten, but duck under the water and the vampire-like enemies will put their noses in the swamp and miss you. Other moves like double jumping and regular running and leaping can be frustrating to perform at times, but it's not a major flaw. To accept *Heart of Darkness* as a unique game



The large ladder is a collapsing bridge that decides to break as soon as you set foot on it.

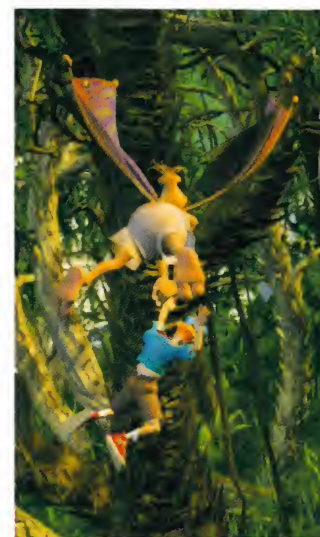
means putting up with this slight niggle and the fact that the borders are slightly larger than usual. This is hardly a fault though, as the game is intended to be seen in the wide screen ratio and it allows the resolution to be ramped up too. It's ironic that *Heart of Darkness* was originally meant to be released on the PC, with a view to publishing the game on whatever consoles were available. Instead of a port, *Heart of Darkness* really stands head and shoulders above its PC stablemates and genuinely feels like more of a console game fused with all its film connotations;



It's hard to shake the feeling that you're in a children's puzzle game where you have to use a pen to find your way out of a maze.

the title screen flips back to a Stars Wars-style firmament while the major credits roll (before the game, just like a film) and classical music cuts in.

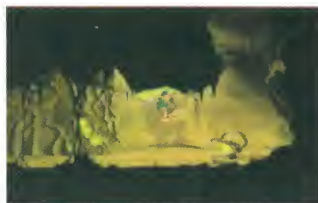
The attention to detail seen here isn't always associated with console games either – Andy's creeping shadow and actions really do look like something out of a LucasArts point and dicker. On the surface the game looks simple or even childish, but if ever a platform game was going to cause hair-tearing moments with jubilant shouting, it's this. When you see that the shadow creatures can be killed by light, it's clear that







Empty screens like this are always a bit scary, as you know there is going to be an enemy that pops out or something...



The vicious plants can be distracted by food, in the form of green pellets or err, you (if you get close enough to their jaws).



Amigo wanders on to the screen to save you from a nasty fall. It's a bit disturbing that the pink fellow appears in a ray of light.

**If there was a term for premium widescreen exported platformers, then Heart of Darkness would be the dictionary definition for it.**

running into that beam of sunshine will be your safety net, but not until you actually try and do it. It's a leap of faith, man (if you catch our meaning). Andy may need to negate a wall with spouting lava beneath him – he could climb up and over the lava, but he runs out of hand grips on the wall.

Going to the extreme of the handgrips and throwing yourself into nowhere at the risk of going back a few screens will see Andy land safely on a previously unseen platform. It's pure experimental luck when doing things like that, but it somehow sums up the slightly off kilter feel of the game.



Ghostbusters activity here as the magical raygun shreds all of the opposition in one pass.



When Andy loses his gun he eventually finds a new weapon which allows him to shoot luminous green goo.



Oh blimey, it's Jahha The Hut, and he wants to steal your gun and eat it for breakfast!

## LEE SAYS...

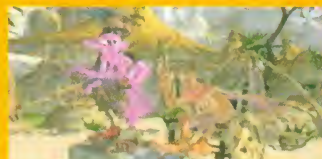
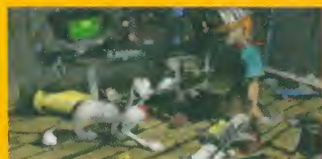
Platform adventures have been a popular choice of game with the console fraternity for years, so it is no surprise that developers keep churning them out. The good thing is, though, they just keep getting better and better. *Heart of Darkness* must be one the most beautiful-looking 2D games ever witnessed on the PlayStation, boasting gorgeous gob-dropping graphics and some outrageous FMV sequences. The idea of a fun-but-frightening romp works extremely well, and people of all ages will be dribbling at the sight of it. Playability wise, it is smooth and easy to handle, offering a nice balance of puzzle solving and all-out action. This is definitely a game of quality that will appeal to all gamers who show an appreciation of the finer things videogames have to offer us.



The seed will grow into a tree if you shoot it. Oh yes, help you it can.

## THREE DIMENSIONAL DARKNESS

Nestled away in the *Heart of Darkness* game box are a pair of 3D glasses which can be used at one point in the game. Where? We're not telling you, as we'd feel guilty about spilling the beans! But we can say that the effect is optional and adds a pleasurable little bit of retro sci-fi to the game. We do concede though, that putting a pair of the glasses on does make you look a bit stupid, so just remember to take them off before you go out of the house.



## TP TIMEPLAY

One Player:	
Multiplayer:	
	0 1 2 3 4 5
Hrs	
Days	
Wks	
Mths	

## TP RATINGS

**PlayStation**

An original and truly polished game which shines in every department.

Publisher:	Ocean	Price:	£44.99
Developer:	Amazing Studios	Released:	June 26th
Players:	One	Game type:	Platform



[GRAPHICS]	92
[SOUND]	94
[PLAYABILITY]	92

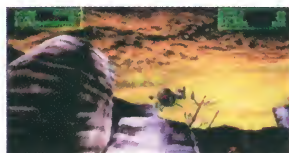
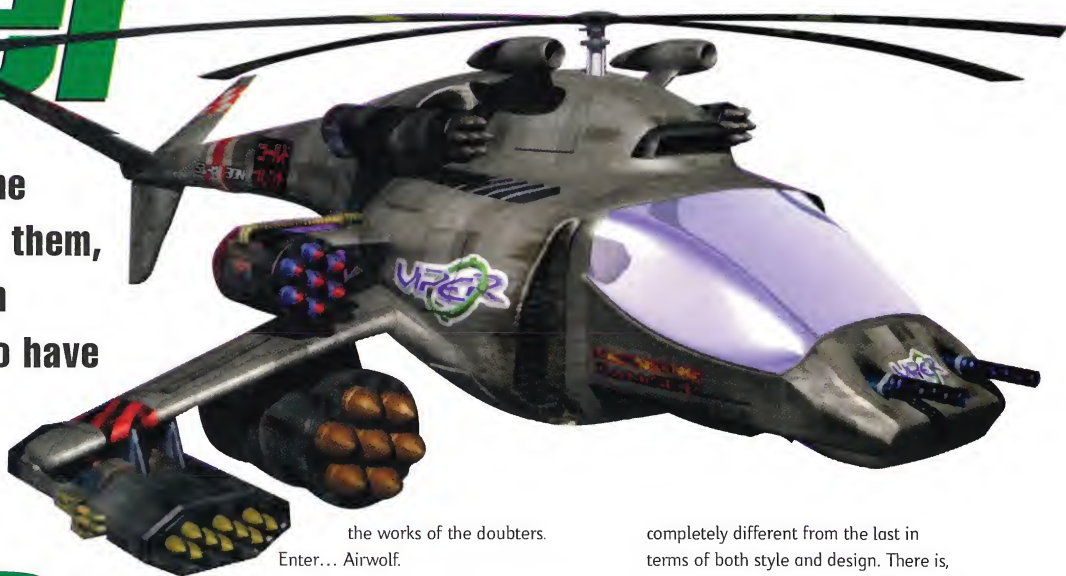
[OVERALL]  
**92**





# Viper

In years gone by, only the lumberjacks played with them, but now in these modern times, anybody is free to have a go with giant chopper.



The playing environments change from night to dawn to early morning and so on. Looks like breakfast time has arrived and there's never a service station when you need one.



A rare quiet moment has occurred. It might seem safe at present, but don't be fooled — remember the calm before the storm.

## PHWOAAAR... GET Y' HANDS ON THIS CHOPPER

Viper, the snake-like title they've given to the helicopter, is crammed full of missile launchers and guns. Its image is in the style used by many futuristic super-vehicle designers.



**B**ack in the eighties, mankind had an obsession with futuristic vehicles. The then-unknown David Hasselhoff toured the corrupted streets of America in a computerised super-car called 'Kit' in the hit show, Knight Rider. The free-fighting tough guy, Michael Knight was the proud owner of this technological masterpiece, complete with auto-drive and turbo boost. We then had the same style of super machine in the shape of the two-wheeled wonder-bike, Street Hawk. Again, an all-black design, but with super speed and missiles... awesome. With each of these slowly fading from the picture, and with society seemingly losing interest in these hero vehicles, a young upstart in a flying legend decided to rewrite the story and put a spanner in

the works of the doubters. Enter... Airwolf.

It was truly a great idea; a helicopter armed to the full with the most sophisticated guns, never witnessed before. It sported the most atmospheric theme tune and could fly at a speed that only military jets could dream of. This

**This is not just your ordinary, blow-up-a-few-tanks-and-a-couple-of-fighter-jets romp.**

was the hovering beast that put the whirling blades of the chopper on the map. This was the heroic flyer that spawned a mass of copter copies, both on the screen and the videogame monitor. The underlying message reads that almost every so-called 'new' game has a history, and that Viper, with all its Airwolf influences, is no different.

## Playing with y' chopper

It's no surprise that a game 'starring' a helicopter with tons of armaments would be an all-action shoot-'em-up adventure.

The action takes place over a wide 3D playing environment. There are levels galore, with each individual one being

completely different from the last in terms of both style and design. There is, however, a continuing theme. Whether the developers intended the levels to follow one another in a 'real-time' scenario is questionable, but as the game begins with level one pitched in complete darkness, and progresses to level two,

which is set at dawn, and then through to early daytime, there is a comforting feeling that keeps the game real and establishes a pattern for the player's expectations.

The game sounds like a straightforward 3D blaster, but this is not just your ordinary, blow-up-a-few-tanks-and-a-couple-of-fighter-jets romp. As well as the conventional enemy found in every war fighting game, there's aliens and freaky end-of-level bosses. Flying saucers and warships plucked straight out of all the worst sci-fi B-movies are on full show in a frantic test of target shooting and chopper handling. The enemy launch themselves at great speed and you'll often find yourself killing them through luck, as opposed to true skill. As







Checkpoints arrive at various points during each level. They are placed around as a restarting point should the Viper go down.



Some of the backdrops are stunning to look at. There are lovely sweeping canyons and a mountain with a picturesque river running through it.

aliens die by the bucketload and the level draws to a close, a task far greater than any you've encountered before awaits you... The big, bad boss.

## Get y'chopper out

Throughout the years, the shoot-'em-up genre has contained the same predictable elements central to each game that were virtually impossible to omit. And following that good tradition, *Viper* has not excluded the one particular factor in question – the end-of-level guardian. This little beauty has graced the screens for decades in conventional terms and some of the most outrageous forms imaginable. Nobody, who remembers, can forget the multi-firing motherhips on both *Nemesis*

and *R-Type*, or any of the other hideous creations that graced home computer screens back then. *Viper* has taken it upon itself to include some of this powerful monstrosities to test your blasting stamina. Spaceships, armed trains and even large rock monsters with big fists are just a few of the beasts that will confront you on your mission.

The game plays reasonably well, on the whole. There are multiple weapon-enhancing power-ups to collect and the action never seems to cease. Graphically the game is well drawn, with some nice-looking foes to bump into. Animation can become jerky at times, but with all the missiles and explosions happening, this is easily missed. Sound-wise, *Viper*



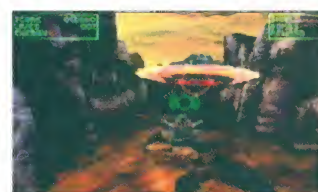
Pulsar beams are complimented by some strange humming noises. Sonic waves flood out and wouldn't look out of place emanating from an exaggerated bass speaker.

offers nothing out of the ordinary – whirring chopper blades and a quiet techno track are about all that is noticeable. The most annoying aspect of the game is solid buildings in the playing area. The chopper tends to just bounce off of them instead of exploding on impact – it's either a brick-proof copter or they're marshmallow office towers... I'm not quite sure on that one just yet.

Overall, those who enjoy the large fan-type-thing that is a helicopter will probably revel in this kind of software. But those who have a mild interest in shoot-'em-ups will probably be able to get their hands on something better in the market. **LEG**



The opening FMV sequence isn't one of the most impressive ever seen. Compared to the more established titles such as *Res 2* and *Tomb Raider II*, this is like a five second TV commercial.



Some of the enemy provide you with a large array of weapons for you to evade. Most of these look spectacular, and none more so than those from large flying saucers.

## JAMES SAYS...

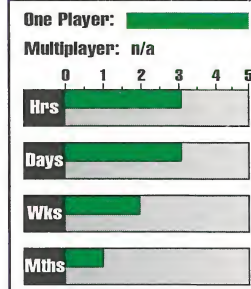
Finally released from its development jail cell, *Viper* is ultimately very disappointing. The John Carpenter-styled techno visuals are stunning, the rousing score is great, but the gameplay lacks depth and all too often the player finds themselves simply thrashing the fire button and letting the CPU do the rest.

Those gamers seeking a similar experience to the one given by Sega's ancient and equally poor *Panzer Dragoon* will be well catered for. Those wanting a mindless blaster are advised to wait for the release of Square's stunning *Einhandler*.



Weird spinning aliens are not uncommon, and after a few hours of play, nothing will surprise you. There is a nice variety of foes and each offers a different strategic challenge.

## TP TIMEPLAY



## TP RATINGS

### PlayStation

Publisher: Ocean Price: £39.99  
Developer: Infogrames Released: July  
Players: One Game type: Shoot-'em-up

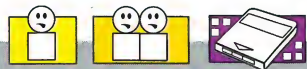
[GRAPHICS]	77	[OVERALL]
[SOUND]	75	76
[PLAYABILITY]	76	

## ALIENATION

The enemy can be found polluting the environment in various shapes and forms. Every one of them have their own weapons and assault strategy to attack you with. Keeps you on your toes though, doesn't it...







# Vigilante 8

Racing games have populated the games industry for years, but with heavy duty weapons, madcap destruction and a mission system, this is no ordinary racing game.



There are a variety of weapons to collect as you're driving around. Once acquired, they are automatically fixed to the car and ready to use.



The continuous visual damage to the vehicles as you blast through a level is excellent to watch. The back door of this camper has just been blasted open and is flapping like a drowning chicken.



The van is just about ready for an AA repair. The doors have been blown off and now the engine's exploded... whatever next?

**W**e all seem to have grown

accustomed to the endless racing games that flood from the developers every month... and why not? *Ridge Racer* was a revolutionary masterpiece when it was launched in conjunction with the 'Station' itself. The Namco wonder game saw off masses of competition from other consoles and structured the foundations of the huge owner base Sony have now established. Over the years, the software market has been plagued by game after game featuring cars from all around the globe. Many of them were avoidable, but some were most impressive.

The *Ridge Racer* sequels and *Porsche Challenge* continue to astound us with their graphical



progress and vastly improved speed and animation. With regular enhancement and developers finally coming to realise the potential of the 'Station', it was no surprise to witness the creation of something like *Gran Turismo*. Exceeding our expectations completely, this was the epitome of every wannabe racer's dreams. But that's all they are - racers! For the people who prefer something other than taking four wheels around Silverstone and have a gaming passion for blowing up cars, petrol stations and literally anything that gets on your nerves, *Vigilante 8* might just be the game you desire.

## Boogie down to da funky vibe

The general idea behind *V8* is to drive around a huge playing area in a vehicle of your choice. Your motor comes equipped with some big guns and a driver wrenched from a 70s TV cop show. There are several playing options available to the gamer, each offering a different tactic and driving style. A mission-based arcade system presents the opportunity to hunt around searching for a target, whether it be a building of some sort or another vehicle. Progression through different levels is the reward for a successful job. There is also a last man standing option where five cars

**Your motor comes equipped with some big guns and a driver wrenched from a 70s TV cop show.**



During the heat of battle, there are many nice touches for you to witness along the way, including lens flare on the camera and extensive vehicle damage.



The rear view mirror helps you to keep track of your chasing assailants. Fire a missile backwards and sit and watch it blow their bonnet off.



## A LAW UNTO THEMSELVES

These are some of the characters and their vehicles that steal the limelight. Smooth dudes and wild lady-killers are just some of the prerequisites for a starring role in *V8*. Each of the motors has individual stats – acceleration, top speed and damage restriction are just some of them.



## JAMES SAYS...

An aging Charles Bronson slowly staggers to his supercharged motor vehicle prior to embarking upon another revenge-inspired killing spree. Much carnage ensues, concluding in a crescendo of bullets and twisted metal, leaving old Charley boy, once more, the last man standing. This is what I was hoping to witness, but alas the game contained upon this disc simply doesn't live up to its obvious potential.

The gameplay is shallow and highly derivative, shameless stealing from the *Twisted Metal* series, with the end result being uncharacteristically dull.

If you fancy some motor-based mayhem, steer clear of this and seek out a secondhand copy of *Twisted Metal 2*.

Let's hope that this will be the first nail in the coffin of this terminally limited sub-genre.



Two player action is a tremendous barrel of laughs. Hunt for your opponent, chase them all over the place and then destroy them – simple.

try to destroy each other. This is self-explanatory, and it's no surprise that the car left at the end is proclaimed the victor.

The best feature though, by far, is the two player combat mode. A split screen presents ample opportunities to speed around, hunting your mate down, parking in tunnels for surprise attacks or simply chasing each other all over the place.

Variety is often the key to a successful game, especially so in a driving one, and there's also a healthy number of playing arenas. Snow-covered ski slopes, old Western-style towns and open industrial land are just some of the big-ass battle zones available – they seem to be designed to make you feel like you can drive anywhere. With all this going on, there is also a thumping soundtrack to accompany the game – 70s funk and 90s rock are just



This option is available in both horizontal and vertical formats. Vertical seems to play better, with an increased view point and full vision of the other cars.

some of the tuneful tracks that shudder the TV speakers. The bass thumps, the engine roars and the gunfire crackles across the boot lid. You've totalled the train station and you're off to destroy the nutter driving the school bus. Are y'ard enough to handle it?

## Thrills, spills and a burning motor

Graphically, *V8* is not the most astounding game on the market. Compared to the likes of *Gran Turismo* and *Porsche Challenge* the game looks decidedly average. But the playability and the variety of gameplay involved gives masses of scope and will prolong its life span.

Overall, *Vigilante 8* is a must for those of you who are fans of racing games and enjoy shoot-'em-ups as well.

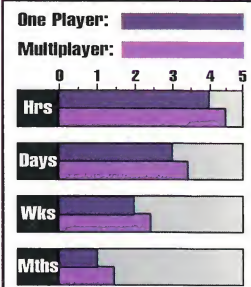


There are two views available during the game. The in-car gives you the largest viewing area and also throws up some of the most outrageous steering wheel covers. This is Mr Torque's leopard skin version.

The combination of the two genres makes for a enjoyable romp through a host of real-time lands in a host of mad vehicles. Missions give the game a feeling of importance and the two player option will produce endless Starsky and Hutch chases well into the early hours of the morning. Couple the race and chase with characters in the different vehicles and you are presented with an engaging background and involving fictional depth. Shooting frantically and relying on elements of luck are not characteristics associated with this game. Skill and cunning are required regularly, as are cautionary master plans and big shooters. If you are looking for a manic blaster with a destructive content, *V8* could well find itself on your shopping list. **Lee**



## TP TIMEPLAY



Adverse weather conditions are a common occurrence dependent on which level you're on. The rain doesn't hinder you, but the dull conditions remind you of the boring, wet month of April.



*Vigilante 8* also offers some of the most spectacular jumps I've seen on the 'Station. The driver of this truck needs an oxygen mask with the height he's got out of that one.

## TP RATINGS

### PlayStation

An excellent drive and blast romp with a funky 70s soundtrack.

Publisher:	Activision	Price:	£44.99
Developer:	Luxoflux	Released:	July
Players:	1-2	Game type:	Driving Shoot-'em-up



[GRAPHICS]	84
[SOUND]	83
[PLAYABILITY]	86

[OVERALL]
83



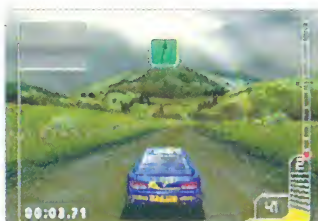


# Colin McRae R

**Q: With so many brilliant racing games driving themselves into the PlayStation market, what makes *Colin McRae Rally* so special? A: It's just brilliant!**



The red bar on the right shows the segments of each track. Each time one is completed, a time split is called denoting your position in the race.



Surfaces on the road vary from the dirtiest, mud-ridden winders, to loose gravel lying on the tarmac. Anything that can be, will be kicked up by the wheels and sprayed all over the place.

**C**olin McRae has long been a popular competitor in the World Rally Championships. His precision and prowess on the dust-covered tracks from around the globe has established him as a force in the all-action, power-sliding sport that is rallying. The flying Scotsman is a proud driver of the excellent Subaru team, who have the technology and ability to finally promote Colin to World Champion and give recognition to the partnership that has been working so well this season. The glorious blue and gold colours of the Eastern team have been witnessed in front of the trailing also-rans, thanks largely to the power of the cars and



the experience and expertise of the drivers. There is no doubting that with such a stunning set-up in the Championships, a game that is to take on the name has got to be of a similar proficiency. It has to operate with all the skill and competence that the Subaru team has promoted, and the accuracy and precision that the man himself has demonstrated throughout his career. Remarkably, the game has all of these qualities, and more. The greatest rally driving game in the world ever is almost an understatement – *V-Rally* looks positively punctured by comparison.

There has been a buzz in our office as we awaited the arrival of the finished code. Our expectancy

level was sky high long

before we were due to receive it, but when it did land, the disc was smoking with exhaustion just a few days later. If you're a driving game fan or a rallying extremist, you should read on. If you're just a Sony PlayStation owner, then you are also advised to read on as well. This could be the first true challenger to *Gran Turismo*'s crown. Let's get ready to rumble!

## I'm Colin McRae, of the clan McRae

Unlike *Gran Turismo*, *CMR* is a total rallying game that relies more on the handling and performance of the in-game vehicle than the masses of cars and features included. It is true that *GT* performs well on both of these criteria, but it is not as good a driving experience as this is. It may be a little unfair to compare a straight racing





# ally



vehicle performance game to that of an actual sporting title, but such is the excellence of the Codemasters software, *GT* seems to be the only racer that is anywhere near the standard available for comparison.

*CMR* offers the ultimate rallying experience. Thrashing your car through all sorts of terrain and adverse weather conditions, as well as smashing lights and just simply wrecking y' motor, are just some of the fun aspects you'll encounter during your training! Training, rallying, time trials and the world championship are your race options; there are twelve cars to choose from and you can race them in eight different countries. The action is competed over a six artificial stages in each, with all the authentic vehicles replicated to the manufacturers' specifications and each made up with a staggering 450 polygons each! The developers have informed us of many spec details, most of which are guaranteed to ensure *McRae* massive success.



The in-car camera gives you the real driving experience. Apart from bouncing around, the steering wheel moves and gear changes are made. The wipers come on automatically when it rains... and stop when it stops.

## It's a right muddy mess

After disking-up your 'Station, an exciting introduction blasts on to your screen. Unsurprisingly, it is packed full of the thrills and spills of rallying, and the man *McRae* features in large doses. If you're a fan of car rallying and you follow the Championships passionately, this will fill you with a great measure of emotion and implant seeds of desire into your system.

When arriving at the selection screen, the full potential of the game is immediately apparent. There is a training option which will help you hone your skills and put you on your way to emulating the great man himself. *McRae*'s voice is your guiding light and critical word as you are pitted against a series of tasks. Traffic cones litter the practice area and offer severe



speed, braking and manoeuvrability tests – a great deal of determination and practice is required, especially on reaching the expert level.

Once you feel you can keep up with the pace of the others, there are three other different options to have a go at. Time Trial is self-explanatory – race against yourself lap after lap, trying to better your personal best. Rally sees you racing in one of the eight rallying countries from around the world. As you continue to win races, more

**Such is the excellence of the Codemasters software, *GT* seems to be the only racer that is anywhere near the standard available for comparison.**

## YOU'VE GOTTA ROLL WITH IT

One of the most spectacular events in *CMR* is the rolling of the car. Accidents can happen frequently if careless driving is executed – the in-car crashes can turn your world upside down. Literally!



Going...



Going...



Gone.



The roof is no substitute for four-wheel-drive.





## MARTIN SAYS...

Ever since the first code arrived in our offices, I've hardly played anything else, and it's no surprise that it's responsible for me having to work extra late nights trying to complete issues of TP. This is by far the best rally sim I have ever seen on any platform, and before you say "what about *V-Rally* and *Sega Rally?*" believe me, you have to play this game to realise that what I say is true. It's not about slick graphics and superb soundtracks in a rallying sim, it's about the pure playability and the way the car handles on the different surfaces. You can literally feel the tyres grabbing at the loose gravel as you handbrake the beloved Subaru through the often sharp corners. The ingenious Rally School, complete with video instruction, is the perfect place to start the game, and although the multiplayer mode isn't the best around, it's good for a laugh. Colin McRae has got what it takes to be World Champion, and Codemasters have got a world class game on their hands. Miss it, miss out!



**Mud not only covers the back and front, but the sides as well. There is no telling where it would end up if you could open the windows.**

countries and stages become available within each. There are 48 stages altogether, and all differ in terms of both climate and terrain. The differences between the eight countries could not be more distinctive. Travelling the globe in the championship will see you go to New Zealand, Greece, Monte Carlo, Australia, Sweden, Corsica, Indonesia and the good old UK. Not surprisingly, the tracks in each area of the world are synonymous with their own landscapes and climate. For instance, Sweden offers a snowy surface, Australia presents the dustiest tracks, and the UK has the most beautiful woodland scenery. It's like touring the planet in a motor car cruise ship.

## Four-wheeled Braveheart

More often than not, a driving game will be superb to look at but will play with all the grace and passion of an overweight footballer wearing rollerblades. The thing that sets *CMR* apart from the other competitors in the market is that it looks good, and plays even better. The

marketing play from the publishers is to prodaim *CMR* as the ultimate rallying experience... and how right they are. The game uses an advanced version of the game engine that was used in the hugely successful *TOCA Touring Cars*. Speed and animation have been greatly enhanced to capture the essence that is rallying – speed, risk and excitement.

Compatible with almost every peripheral on the market and complimenting steering wheels (this is a game that actually works well with a steering column), a true driving experience it certainly is! The in-game car is a masterpiece of excellent design and car-fan development. It handles like a real vehicle – from the heavy stamping on brake pedals

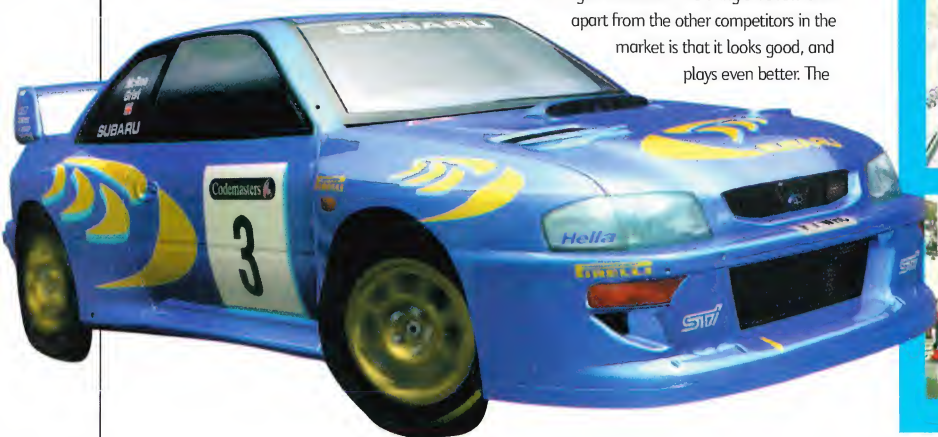
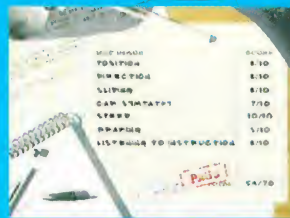


to the handbrake tuning, you really feel like you're in control. Acceleration speed depends on what car you're in, what surface you're driving on, and how much damage your car has sustained. These different factors all work harmoniously to bring you the realism needed for a good racing sim. However, these are not the only good features involved.

The vehicle you're driving is susceptible to real-time damage; inevitably, the high-speed sport of rallying is going to bring accidents. Collisions with trees and barriers and rolling the car after a bad corner are common factors in this sport, and to show you how bad the damage is, it appears on your vehicle. Unlike the titanium-made cars in *GT*,

## THE LEARNING ZONE

The training school is an excellent feature for wannabe rally drivers. There are a series of tests for the budding racer, and three levels of skill. Novice, intermediate and expert are your progressive sectors, and all have an abundance of traffic cones.





## ROOM FOR A VIEW!

During racing, the player has five different camera angles to become accustomed to. Two are out-of-car shots, one is a bumper angle, another is a view over the bonnet, and the last is attached to the driver's head. The gloves are on!



CMR motors can actually be wrecked. If the back of your Volkswagen skids out into a wall, the chances are you'll wreck your rear spoiler and smash a brake light. If you hit an obstacle head on, expect front-end damage and a big drop in your engine performance level – very realistic indeed! Mud and gravel are other components of realism – find a muddy track and soon your once-gleaming Ford

Escort will be caked in mud and your tyres will be struggling. It's also great fun to see just how dirty and damaged you can get your car... it's a game in itself!

### It's you, Scottish Subaru!

With all the superlative aesthetics and the wide array of options and gameplaying styles, there are a host of other aspects that give this the edge over all its rivals. There are five viewing camera angles; two from outside the car – bumper, bonnet – and an excellent in-car head cam, complete with moving windscreen wipers, steering wheel and gear changes. Nicky Grist – McRae's own navigator – provides co-driver instructions, which become even more important as the daylight fades and adverse weather conditions combine to give added authenticity and a challenging drive.

Overall, it would be fair to say Colin

McRae Rally is a major player in any target market. Whether you're a fan of rallying or just a fan of driving games in general, this is a must for anybody's collection. The sheer

**Whether you're a fan of rallying or just a fan of driving games in general, this is a must for anybody's collection.**

playability and vast options available have elevated this into the same software league as the likes of *Gran Turismo*, *Resident Evil*, *Tomb Raider* and *Tekken*. Ironical! A soon-to-be world champion of the rallying fraternity has offered his name to a world beating software title. Pure class. **LEG**



Apart from Colin's navigator, Nicky Grist screaming directions in your ear, coloured arrows appear in the centre of the screen to aid your task.

## JAMES SAYS...

I must confess that the first time I sat behind the wheel with Colin McRae, I wasn't overly impressed. The game appeared to lack the instant thrill I anticipated. Yet having given the game another try, my eyes were suddenly opened to the sheer playability this delivers in bucket loads. The perfectly reproduced handling is a joy to master, and once that obstacle has been overcome, you'll be driving like a pro. A huge amount of tracks, ditto for vehicles, plus a split screen two player mode... the list goes on. All driving fans should own this game. Simple as that.



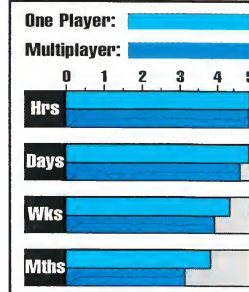
Whichever driving position you decide to take, a good view of the action is always presented. The bonnet view is not the most popular in our office, but it's nice to look at anyway.



There are water splashes dotted around some of the stages all over the world. They may not look pretty as a stationary pic, but they look superb whilst playing.



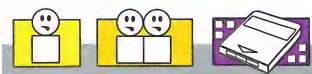
### TP TIMEPLAY



### TP RATINGS

Total PlayStation			
Publisher:	Codemasters	Price:	£44.99
Developer:	In-House	Released:	July
Players:	1-2	Game type:	Driving
[GRAPHICS]		91	[OVERALL] <b>93</b>
[SOUND]		84	
[PLAYABILITY]		94	





# Wreckin' Crew

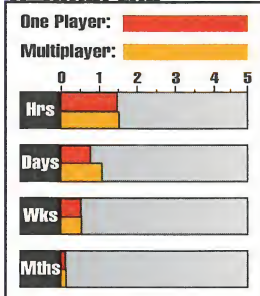


Finally emerging from its eternity in development, Telstar's *Wreckin' Crew* limps on to the PlayStation, prompting us to ask this one burning question: What on earth have the developers been up to over the last two years?



The parallels between this and the equally awful *Speed Racer* cannot be missed.

## TP TIMEPLAY



## TP RATINGS

<b>PlayStation</b>		I wouldn't recommend buying this even with <u>your</u> money.	
Publisher:	Telstar	Price:	£39.99
Developer:	Quickdraw	Released:	July
Players:	1-2	Game type:	Racing
[GRAPHICS] 58		[OVERALL] 42	
[SOUND] 52			
[PLAYABILITY] 39			

**T**elstar's long-delayed *Wreckin' Crew* has been lingering in development limbo for well over 18 months. The reasons for such an extended period of coding could be due to any one of a number factors, but almost inevitably this extended production time and subsequent slippage of release date sparks the fires of doubt as to the game's quality. Sadly, our suspicions about *Wreckin' Crew* were instantly confirmed – from the moment the title screen appears, the product smacks of almost complete lack of effort. Aimed at the younger gamer (re: one with far less discerning tastes), the game offers little more than a poor imitation of the hugely enjoyable SNES racer, *Super Mario Kart*.



Collect the stars to strengthen your vehicle. Sounds a little familiar...

The gameplay consists of piloting a heavy-armed, super-deformed array of classic cars, that can also be transformed into karts when the weapons option has been turned off. Sadly, in either incarnation it fails to impress. The flaws that cripple *Wreckin' Crew* are the same fundamental errors that have always plagued this comic book racing genre. Possibly most damaging is the dire handling of the vehicles, which is suspiciously similar no matter what the mode of transport selected car or kart. Each of the 16 vehicles is lacking in weight and traction, with the player forced into adopting a rather annoying style of driving, involving braking at every bend and hoping that you'll make the corner without crashing into the barriers.

## Invisible walls

With *Mario Kart* appearing in two extremely enjoyable incarnations, one would have thought that the developers would have taken the logical step of borrowing its driving mechanics, but no – the player is instead left with these uncontrollable sprites thrashing from one side of the track to the other. Having battled against the control method and finally managed to find a style that is practical (something that is worryingly



The grouping of the vehicles never allows any one racer to get a substantial lead upon his competitors. Is this a good thing?



Although highly detailed, the backgrounds are amazingly dull. You've seen it all before hundreds of times.

tough to achieve), *Wreckin' Crew* has a large variety of gameplay options. Unfortunately, with the exception of the Adventure and Challenge modes, they are at best uninspiring. The Adventure mode allows the player complete freedom to explore any ten tracks in their entirety, whilst the Challenge mode sets the player in search of one of four



The light sourcing used on the headlights are worthy of praise – 'too little, too late' sums it up.



A mine explodes in the path of the player. Alas, trying to return the favour is very tricky.



challenge keys which, when collected, unlock a secret arena where the player does battle with the game boss.

Graphically, *Wreckin' Crew* descends a sliding scale from reasonable to bland; the 3D engine is detailed and the update is swift, as is the frame rate, yet the overall look of the game is rather flat.

### Alive with colour

Visually, *Wreckin' Crew* is all colourful backgrounds, jam-packed with clichés, all topped off with very poor 2D vehicle sprites that date back to the Middle Ages. A baffling flaw of the engine is its inability to draw the main sprite when it enters a tunnel, meaning that every time the player enters an underground section, the camera instantly



The two player mode inherits all the flaws of the single player game but allows you to inflict them upon a friend.

if any, the game would appeal to. Younger players, having grown up on the delights of *Ridge Racer* and its kin, will mostly likely dismiss this as outdated, whilst retro fans will reach for comparisons with *Mario Kart* – disappointment is inevitable.

## Retro fans will reach for comparisons with Mario Kart – disappointment will be inevitable

jumps to the unplayable internal view as the player spirals into the wall. This is tooth-grindingly annoying and showcases the complete inadequacies of the game itself.

The intelligence and driving skills of your onscreen opponents far exceeds that of even the most proficient gamer, making the weapon-based races stupidly tough. Although equipped with an equal amount of weaponry, it's so bleeding hard to connect with a foe that it's barely worth trying.

Having suffered *Wreckin' Crew*, we were left to ponder what sort of audience,

All in all, a product from a forgotten sub-genre, and frankly a game without an audience. In other words, this is rubbish and you should steer well dear. **James**



## YOU DRIVE ME CRAZY

Make your choice of driver from the motley crew shown here. It won't make much difference who you go for, but it least they tried.



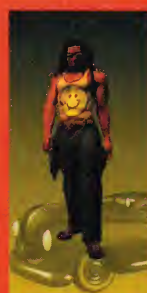
Kone & Abel



Lady Bird



I.Q.



Kenny L. Ravitz



Sir Cus



Kid Kramium



Dr. Nitrous



Ma

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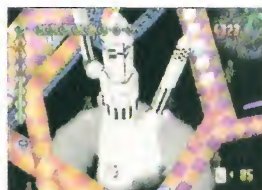
# Mr Domino



**Intricately stack a series of dominos and proceed to knock them down. Is this the perfect premise for endless bouts of videogaming pleasure? JVC seem to think so...**



Hit the switch, sending the yellow crashing into the next sequence, and so on...



The spacecraft's liftoff is one of the most impressive of the cut scenes, although we're not entirely sure why the launch took place at a fun fair.

**A**ttempting to deliver an original piece of software to the current market is a very commendable objective. In an industry that is steeped in repetition and desperately running short of ideas, the journalist's holy grail is a title that injects new ideas into a stale genre. Even more welcome is the loving embrace of a completely unique concept. Take our continuing love affair with Sony's wonderful canine hip-hop simulation, *PaRappa The Rapper* – a game whose basis is so completely over the top and just plain bizarre that we defy anyone not to adore it. Although nothing more than a complex reworking of the Simon Says mimicking process, *PaRappa* creates a vividly colourful comic world complete with quirky characters and a memorable musical score, making for an intriguing game that constantly fascinates. The refreshing appeal of this outing with a friendly wafer thin pup has yet to be matched by the recent batch of software that has attempted to emulate Sony's ground breaking title. Sony's pending *Bust-A-Groove* simply delivers more of the same, but without the bone-chewing charisma. Sadly the latest offering from JVC, the pseudo-puzzle romp *Mr Domino*, again tries hard to be



Choose your character, even though there are no differences between the two available at the start.

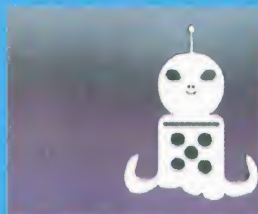


Change the numbers on the back of the dominos. Why? Well, for no reason at all actually.

**Although far from the piece of cake it sounds on the page, Mr Domino can easily be mastered after only a few days of play.**

## INTRO INSANITY

The wacky introduction to the world of the living, breathing domino fellas sits uncomfortably between being annoying and just overly quirky. Answers on a postcard?



different, but fails to achieve the same boundary-breaking impact.

The simplistic concept involves the exploits of a Japanese domino who is brought to life, along with a number of his buddies, for no other reason than this a typical piece of Japanese software and it thus doesn't have to obey any laws of reason or logic. The extremely Japanese production values will undoubtedly be adored and reviled in equal measures. For

example, the cast of characters differ only aesthetically, making their inclusion pointless and rather baffling.

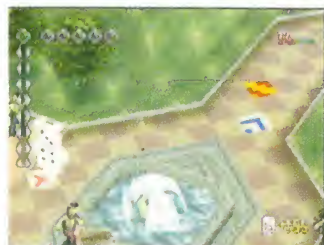
## Record breakers

Well anyway, back to the game. These little domino fellas find themselves in various everyday environments – supermarkets, fun fairs, tower blocks, etc. The 3D isometrically viewed levels house a number of switches, each one having to





Having witnessed his owner lose the majority of her clothing, this teddy bear proceeds to vomit. No, really!



The park level is the most impressive, with a great detail of polygon structure mixed with 2D sprites. Hardly ground breaking, but nice enough.

be tripped before the player can progress. To flick these switches the player must place one of the many dominos they have in their possession over the switch. Thus when the domino is felled, the switch will be activated. Simple enough, but the objective is to travel the level just once, strategically placing the dominos in such an order that all switches can be depressed in one fell swoop. Each course is marked by a series of colour-coded titles indicating where each run of dominos must begin, and the switch marks the end – talk about spoon feeding the player! Between these two points the player will face a handful of hazards and power-ups. Rather ironically, we advise that the player avoids both, notably the speed burst, which bizarrely makes Mr D completely uncontrollable for a few seconds. Once



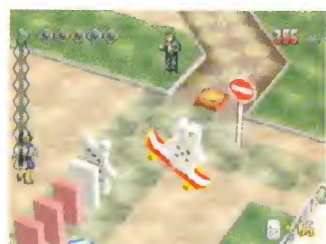
Road safety means nothing to Mr Domino – one of the many hazards lurking around the park area.

these separate runs have been set, the player returns to the beginning and topples the first block. As the sequence ends, the last domino connects with a switch. At this point an animated sequence will kick in, which concludes by setting the next sequence falling.

Although far from the piece of cake it sounds on the page, *Mr Domino* can easily be mastered after only a few days of play. Offering a mere six levels of action, *Mr Dom's* life span is terminally limited. Add to this its single mode of play and there is very little to keep you coming back for more. Admittedly the later levels contain a number of secret routes, and the contents of the switch-linked animations border on the surreal – both inject a little extra life blood.

### Gameplay vampires

However, once these secrets have been discovered the thrills vanish. In replay terms, *Mr Domino* will delight until the last switch has been pressed and the final domino has been toppled, but at that precise moment the charm is gone. No more wacky cut scenes await, no more levels need to be tackled – that's pretty much all folks. The only challenge left to the player is to unveil the hidden FMV sequence that can be viewed at the end of each level if the player completes the



The skateboarding domino is particularly annoying – he'll follow the player until a crash takes place.



This chap's peaceful slumber will soon be broken by a huge boxing glove.



A bomb in the oven. When will these Japanese learn the dangers of mixing domestic appliances and gunpowder?

latter with the minimal amount of dominos needed – a near impossible task that is achieved by luck not judgment, making this little bonus more of a chore than a blessing.

What begins as an addictive slice of pure Japanese insanity ultimately disappoints, leaving this reviewer hungering for more than this pleasant time-waster could offer. The inclusion of

**The later levels contain a number of secret routes, and the contents of the switch-linked animations border on the surreal – both inject a little extra life blood.**

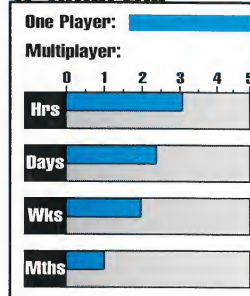
some extra play modes – maybe a time trail or a two player split screen mode – could have thrown this fella a much-needed lifeline. As it stands, *Mr Domino* delivers some rather amusing humour and an exciting race against the clock, but those wanting a huge life span from their software purchases will be left sorely disappointed.

For people with very little time on their hands, or too much cash in their pockets. **James**

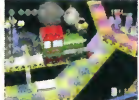
## LEE SAYS...

There are some truly bizarre games infecting the PlayStation at present, none more so than *Mr Domino*. I can honestly say that I have never had the misfortune to control a domino in a videogame ever, and I really wish I hadn't. Setting dominoes up and then knocking them down again may sound like fun in an 'I'm a sad individual with no friends and a big set of spotty toys' kind of way, but as far as a forty quid game goes, I'd rather buy a chocolate teapot. The game looks pretty and will cheer your insides immensely, but overall it has the life span of a kamikaze lemming. There are better games for you to spend your cash on, and I would advise it religiously. A trip down to the rental shop might provide an evening's worth of entertainment, but on the whole, only die-hard domino fanatics need apply. Spot the donkey!

### TOP TIMEPLAY



### TOP RATINGS

PlayStation			
A great idea crushed, unfortunately, by the limited life span.			
Publisher:	JVC	Price:	£34.99
Developer:	ArtDink	Released:	July
Players:	One	Game type:	Puzzle
	[GRAPHICS]	90	<b>83</b>
	[SOUND]	70	
	[PLAYABILITY]	74	





# Frenzy!

Enter the turbulent space of the sky, where there's action galore... You just can't cope! It's manic, it's crazy, it's lunatic... it's a complete *Frenzy!*



The action sees our hero take his fighting machine to an aquatic level. Big fish and an over-sized Octopus are not uncommon in the realms of the deep.



Some of the levels feature an incredible amount of detail. This can often hinder your progress and cloud your vision as to where the attacks are coming from.



As we all think the serious side of the software market is beginning to take a stronghold, along comes something that makes a mockery of our opinions. For a long time in gaming lore, flying games have been a firm favourite amongst the masses. Whether they be budding pilots or flying freaks, the sky holds that mystical attraction that so many gamers yearn for. Most of these games though are usually simulations or serious action shoot-'em-ups and seem to lack the energy and conviction one would normally associate with heroic piloting. Back in the eighties, Sega offered us a chance to become the 'Tom Cruise of the Arcades' with *Afterburner* (an F1 jet in an open sky with lots of enemies – the story sells itself). After this classic came hordes of first-person flight sims and an avalanche



The winter level is one of the bizarrer. Santa Claus is an end-of-level boss and you are constantly being attacked by giant ice lollies... er, yeah!

of airborne antics. *Frenzy*, much to the relief of many though, takes it upon itself to break the trend and formulate a style more appropriate to an aerial Laurel and Hardy show. There are no confusing dials that plague the dashboard like that of a jumbo jet, and there are no secret enemy assaults that give you a millisecond to react. This is funny, frantic and in-your-face. Everything you see, you shoot at!

## Out of the Flying pan...

The affair begins at a frantic pace. Grin-enhancing comedy tunes, and a honkin'

hooter heard more often in the big top, set the scene for a wild adventure through a world where skill plays second fiddle to sore fingers. From the offset the action is full-on! Climbing into your vintage bi-plane, you-the-hero have to dispose of never-ending enemies through multi-route levels encountering all sorts of hideous end-of-level guardians. It's a hard job being a hero these days!! With all this going on and all the shooting action, you still have to guide your plane with the grace of Biggles and the aggression of the aforementioned Cruise in order to retain life and complete your missions.



## UP IN FRONT OF THE BOSS

The end-of-level guardians do their best to destroy you through unconventional means. They look so outrageous and hideous that you'll find yourself falling about with laughter and losing all concentration. Fridge freezers and Santa Claus... all in an aeroplane shoot-'em-up. Whatever next... a game about a baby with wings... or a domino!





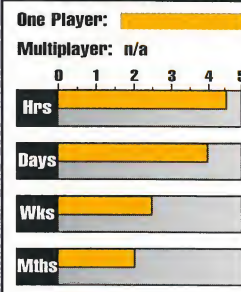
JAMES  
SAYS...

Having acquired a particular dislike of flight sims, I approach any game whose structure predominately features aircraft with much scepticism. Thankfully, complex gameplay and ridiculously large instruction manuals are far from the gaming experience *Frenzy* offers. Instead we are presented with non-stop comic book action with a dash of strategy and some very smutty humour, adding up to a rather enjoyable, if very short lived, little shoot-'em-up. The only point of concern that I have is the limitations of the gameplay: blowing stuff up followed rapidly by more blowing stuff up will affect the life span. The inclusion of a two player mode or a little variety would have thrown *Frenzy* a life jacket, but sadly after a few hours of play, *Frenzy*'s shine is soon lost.

For die-hard blasting freaks or people with far too much money only – you decide.



## TP TIMEPLAY

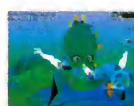


## TP RATINGS

TOTAL  
PlayStation

A completely barmy loony toon-fest of a shoot-'em-up. Bonkers!

Publisher:	SCI	Price:	£34.99
Developer:	In-house	Released:	June
Players:	One	Game type:	Shoot-'em-up



[GRAPHICS]	83	[OVERALL]
[SOUND]	75	80
[PLAYABILITY]	80	



Throughout your journey, with all the manic action occurring, you could be forgiven for losing your way. Big signposted arrows are there to keep you on track.



Virtually everything you can see on the screen is available for destruction – Trees, houses, James Bond cars, Ice lollies...

## It's all done in a loony tunes, fantastic style to keep your white ivories on full display.

The blasting is continuous and the enemies are curious. The baddies come in various shapes and sizes, from cars on the ground that seem to swarm around like a pack of ants, to manic fighter pilots in comedy flyers. With countless different enemies, the constant whistling of missiles and the whirling of propellers, it is common to find your judgment and skill disappearing.



There are also nice little features that keep rearing their heads throughout. A great white shark appears, accompanied by the inevitable atmospheric Jaws theme tune, along with a host of others, such as a James Bond car and the Flintstones! It's all done in a loony tunes, fantastic style to keep your white ivories on full display. The screen is always chock-a-block full of action. Streams of bullets, hundreds of attackers, Bugs Bunny-type ballads and fast-flying mayhem, definitely reassures the developers that they have chosen a title that correctly lives up to the game itself.

## A fridge over troubled water

As is often the case with shoot-'em-ups, once a level edges to conclusion there is



usually one last foe to contend with – an over-sized brute with one single job to do before it goes home for a Sunday afternoon nap. The end-of-level boss has appeared frequently on videogames throughout history, and in many different guises too, but none have ever been as bizarre as those gracing the battlefield of *Frenzy*! One remembers space shooters and the introduction of the multi-firing motherships, or gigantic eight foot tall muscle-bound monsters at the end of a beat-'em-up level. Now your level-based nemesis has changed almost completely – we are now talking cute-looking Godzillas, bouncing Father Christmas' and even flapping fridges! Anybody who claims to have witnessed this sort of enemy before can write in and tell me which pub they were drinking in prior to it.

It would be difficult to summarise *Frenzy* into a few choice words, but if it were possible, I'm sure the likes of 'all-action', 'jolly caper' and 'mayhem' would feature largely and regularly. Fun gamers will adore the nice little touches and your eyes will be working overtime to capture everything that passes before them. The only downpoint that can be foreseen is the skill element. The game can become so intense and hectic that a well-flown craft and an accurate shooting technique is often replaced by unrelenting blasting and a reliance on lady luck.

Nevertheless, if you CAN stand the heat in the kitchen and you LIKE jumping out of the frying pan, then a manic, zany romp through a comedy world will just about suit your Frenzied needs. **Lee**

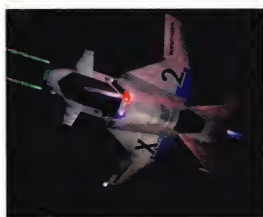




# Crime Killer

**The year is now 2155. It's over one hundred and fifty years from now and the cops are still chasing robbers around like headless chickens. Will they ever learn...?**

There are three different vehicles that Officer 88 can use in his eternal assault on the crime sector of society. A car gives you great speed and excellent shield capability against the enemy, a futuristic bike gives unbeatable agility and a hovering flyer gives scope for a greater view of the playing environment.



## TEN THINGS WE EXPECT TO SEE IN THE YEAR 2155

- \* Star Trek - the Dug-up and Reincarnated Generation.
- \* The return of Geeta in Eastenders.
- \* A duvet that doesn't fall to the bottom of the duvet cover.
- \* Full nudity in a shampoo TV commercial.
- \* A McDonalds apple pie that doesn't burn the roof of your mouth.
- \* The release of another Christmas song by Cliff Richard.
- \* A supermarket that never runs out of bread on a bank holiday.
- \* A dentist that we can't wait to have a check-up with.
- \* An E-mail from Elvis... on Mars!
- \* NHL, NBA and NFL 55 and Final Fantasy CLVII.



**When your luck finally runs out and the baddies gain the upper hand, your smouldering car will switch to an FMV. The fire effects are quite excellent. Burn baby, burn.**

**I**s there really a future? Does it really exist? How can we believe and react to something that we have never experienced? We strive endlessly towards it and plan relentlessly for its arrival, yet we never seem to grasp our hands upon it. As soon as we think we're arriving at a point further along in time, the present snatches us and drags us back. Sadly, the truth is that nobody has ever reached the future, but our thoughts lie with it almost all of the time. With this notion of things-to-come, there does seem to be a market for games that take us that little bit further forward, to new worlds that only our dreams could conjure up. Technology has leapt to



**The vehicle that has the colourful target circling it is the enemy you're in pursuit of. Red circles depict a destroyable vehicle, whereas green only allows minimal force.**

such heights that almost anything is imaginable. Even our local beat-walking bobbies (the police force) being purchased by an independent company is not an extraordinary idea – and as it happens, that is what *Crime Killer* is all about. Evil crime consortiums of the future run riot throughout the world, and our increasingly fallible tax-paid security force has degenerated to the point of becoming the ripe cherries at the bottom of the tree – the easy pickings.

## Bikes, planes and automobiles

Interplay proclaim that *Crime Killer* is an out and out racing game, but I feel the urge to disagree. Although the primary objective is to drive around city streets and industrial wastelands at high speed, a lot more than just breaking circuit records and winning races is required. As a law enforcement officer in the

desolate future, your life is never a dull one. Being a member of the Elite Protectorate, your primary objective is to patrol the streets and seek and destroy those who partake in organised crime. With a variety of weapons and futuristic vehicles at your disposal, combined with a mission to avenge the heartless murder of your father, setting fast lap times and passing checkpoints could not be further from the concept in question.

The lead character is Officer 88 – a middle-aged member of the Uriel Consortium with an eye for a baddie and a shooter to get them – but the stars are unquestionably the vehicles. Uriel are the business responsible for purchasing the police department and equipping it with technology to combat the criminal underworld. Their methods may or may not entirely be honourable, but the firepower in 88's hands is excellent to use and lovely to look at, whilst the action all takes place in







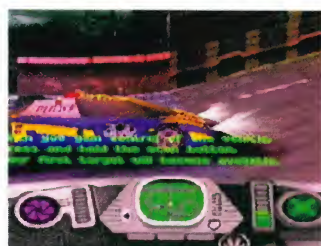
When the vehicles spin-out, the camera changes angles to give the most atmospheric realism. It might sound confusing, but in the heat of the action the gameplay isn't affected at all.



real-time. You are shoved into an advanced vehicle – either a car or a bike or a wing (more about these later) – and then you're ready to patrol the streets in search of a righteous target. With a thirst for justice and a hunger for vengeance, all you await is the call from HQ. A mission is on the horizon

### Crimes of passion

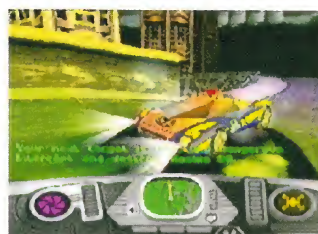
With all the emphatic story line and epic FMV behind you, the game immediately blasts into intense freedom-fighting action. As you scan the streets in search of crime, the bosses at HQ will deliver a message to your dashboard informing you of a roaming criminal. This is where CK comes into its own. In the ensuing chase you speed around the city, crashing into civilian Sunday drivers and blasting your cannon at the fleeing bad-guy whilst swerving over all sides of the



road to ram and shoot him down. Once destroyed, a different mission target will appear on your scanner and the whole episode will occur again. The missions are varied and give the gameplayer an 'I'm an important policeman' feeling.

## In the ensuing chase you speed around the city, crashing into civilian Sunday drivers...

The vehicle that is used is dependent on which mission you are partaking in. Each of the cars, bikes and wings serve your requirements and bring you different challenges as you progress through the game's levels. Criminals on the bikes have a slippery snake-like appeal, whereas the



Just as you've destroyed your latest target, another message will appear on the screen.

"But it's time for me tea break!" you might exclaim. It's no fun being a copper in the crime-ridden cities of the future.

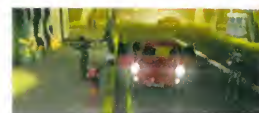
wing can muster awesome firepower. The car is a personal favourite of mine, though. Call me old fashioned but... T.J. Hooker! Kojak! Big afros, flared-jeans and mad pursuits with sirens blazing! This really is a futuristic version of Starsky and Hutch! There are seek, chase and destroy missions and you can hunt for a suspiciously parked stationary vehicle or just plainly bring in suspects for questioning instead of blowing them to pieces. If you destroy someone who needs bringing in, you'll have a severe dressing down and may even lose your badge – who'd want to be a copper in the future eh? All these rules and regs!

Overall, *Crime Killer* is a great leap forward from the arcade legend, *Chase HQ*. Those of you who remember Daphne's delicate voice-over for the CB radio with any kind of affection will be drooling at the prospect of this. A

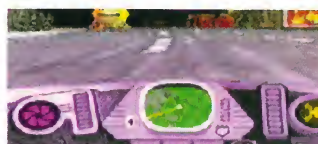
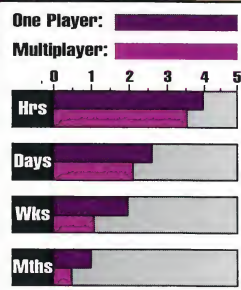
## YOU KILLED MY DAD!

The long opening movie sequence is a wild affair. The storyline is given heightened emotional importance as we witness the death of Officer 88's father. Following this is a taster of futuristic wizardry and the annoying bubbling of the youngster...

"You killed him... You killed my dad... You... err... killed him."



### TP TIMEPLAY



### TP RATINGS

## PlayStation

Publisher:	Interplay	Price:	£39.99
Developer:	Pixelogic	Released:	June '98
Players:	One or Two	Game type:	Driving/Shoot-'em-up



[GRAPHICS]	81	[OVERALL]	83
[SOUND]	78		
[PLAYABILITY]	84		







# Breath of Fire III

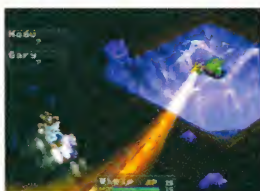
Capcom's twee RPG series lands on the PlayStation to keep post-*Final Fantasy VII* fans happy forever. Almost.



Here, your team are accused of being miserable thieves by a shopkeeper.

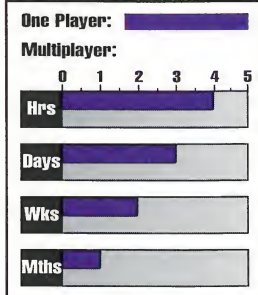


The multi-layered buildings seem like doll's houses at times.



My god! It's attack of the M&Ms and the killer rabbits. Run, run for your valuable CPU generated life...

## TP TIMEPLAY



## TP RATINGS

### TOTAL PlayStation

Publisher:	Sony	Price:	£39.99
Developer:	Capcom	Released:	June
Players:	One	Game type:	RPG



[GRAPHICS]	85
[SOUND]	90
[PLAYABILITY]	83

[OVERALL]	87
-----------	----

A superb game which may be a tad old-fashioned... but it's still great.

The *Breath of Fire* series was originally an SNES-only affair, with both the previous games appearing on the Nintendo console. But, like Square, Capcom seem to have turned towards the PlayStation for most of their projects to avoid the constraints and limitations of N64 carts. But, quibbling console arguments aside, it's good to see RPGs being released in the UK.

*Breath of Fire 3* is reminiscent of your typical 16-bit RPG, with an isometric viewpoint similar to the SNES's Mode 7 graphics. The rotational viewpoint relies mostly on characteristic sprites and subtle shading as opposed to the polygon filled world of *Final Fantasy VII* – you may recall Konami's *Suikoden* and *Vandal Hearts* couplet of last year. All the harking back to 16-bit RPGs may be a bit too much for some, but it's testament to the diversity of the PlayStation that there is still room for games like *Breath of Fire*, which does, after all, come from the Capcom stable.

The plot ties in with the title, as you start the game controlling a baby dragon who is kidnapped after being discovered. After being hoisted out of a mine you are chucked on the back of a train in a cage. After escaping and reverting back to your more human self, some friendly animals take you in and nurse you back to health. The problem is, you're only about two-years-old and don't have a clue about your identity. The only thing which is shockingly apparent is the fact that you have a bright blue quiff.

Battle-wise, *Breath Of Fire 3* relies on turn-based combat, although some aspects of the game utilise real-time conflict. You can run about swiping at things with a sword, but for larger battles the screen will raise slightly and a menu will pop up. Players of the SNES title *Secret of Mana* will instantly recognise the spinning circular menus that appear as items around your character. You can take control of more than one character too, and pressing a button will toggle between each member of your party. The character at the forefront of the pack will usually be in charge of the battles aided by the other members, *Final Fantasy VII*-style.

Playing through the game with the occasional combat encounters is a trademark of games of this ilk, but the icon-led combat system is much more simple than, say, *Final Fantasy VII* or 3D RPGs like the dire duo, *The Note* and *Devil's Deception*. You can opt to defend or attack within seconds, and combat is quite regimented, but this is the place where the graphical effects come into play. Flame effects and translucent swirls give the game a certain charm which isn't necessarily retro, but doesn't scale the greatest heights of the PlayStation's abilities.

The fact is though, you aren't that likely to care. As the quest unfolds, it's mostly down to story and gameplay – something that Capcom can supply in plentiful doses. **Richard**





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# Premier Manager



Your squad consists of about 20 players and you can add to or deplete that number. Be warned though, the chairman gets a little worried if there is not enough cover in certain positions.



Every single player in the game has their individual set of statistics. Based on features such as passing, shooting, tackling, etc. you're able to determine which player will play best in a certain position.

**Why do so many proclaim it as their religion, and why so many think they know, and can do better than their real life idols?**

## BOSS-U-LIKE

Here we see three of the legends currently gracing the touchlines of our beautiful Premier League. Their success is testament to tactical genius and onfield innovation – precisely the qualities needed in the videogame itself.

(L-R)  
Dave Bassett,  
Joe Kinnear  
Harry Redknapp



Welcome to the world of long, fat Cuban cigars, a jewellery shop of gold necklaces and an old tired sheepskin coat. It's got balls... but you can't play with them!

**A**re you a football fan who hasn't got the energy or the fitness level to play the real thing? Do your fingers get sore whilst frantically jabbing buttons on a videogame rendition of our beautiful sport? Are you sick of all the similar looking footie games that dum out of software houses in droves? How often has 'Match of the Day' blessed your glazed, Saturday night alcohol-infected eyes, when you all sit around and volley verbals about the squad selection and the tactics of your teams? "Beckham's a right midfielder, not a centre... What's that Ferguson up to now...? He's always messin' with the team..." screams your Man Utd mate as Barry Davies' excitable commentary delivers another line. These are the times when football becomes a necessity. Why do so many folk proclaim it as their religion, and why do so many think they know, and can do better than their real life idols? If the above questions touch a nerve with you, and you are that late night football fanatic who can speak the best game in the world, then you should hold still and contain your excitement.

The couch potato football marathon has arrived, and our dreams and fantasies have been realised. *Premiership Manager*



Pre-match team tactics. It's important to get your team tackling hard and marking tight... Especially against those slippery foreign forwards.

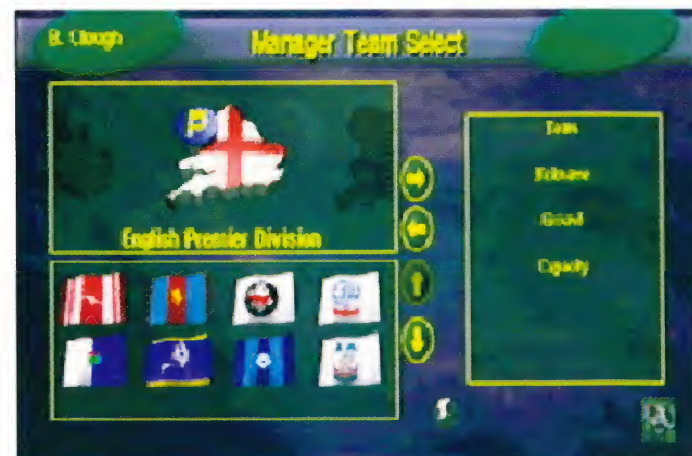
98 is the first full-control football management simulation to hit the 'Station, and, as expected, it is packed full of everything a budding manager could wish for when taking their first steps into what is arguably the harshest football-related career around.

## The dreaded vote of confidence

The game begins with a choice of options to start you on your rollercoaster ride. You can either select any football club to start your career off or take one of the managerial vacancies that has come to light. The jobs available at the start are never the most glamorous, and you'll

often find yourself at somewhere like Torquay Utd or Doncaster Rovers (No disrespect meant to these clubs and their fans alike). Once you are firmly signed up and on good terms with the chairman you are ready to delve deep into the foundations of the club and try to restore it to its former glory.

The main-menu screen comprises of six icons, two of which refer to memory cards and screen-setting options. The other four are the backbone of the game and will be used relentlessly throughout the seasons. There is a daily news icon which opens up several others, all referring to teams and players from the domestic leagues and European Super League. It also displays



All of the Nationwide and Premier League clubs are available, complete with each of their respective squad members.



# ger 98

**B. Clough**  
NEWCASTLE UNITED

**Contracts** Mon 15 Jul 1997

		Age	Mins	Wage	Status
5	Philippe Albert	Def	29	26	£3,350
11	Tomasz Kucharski	Mid	29	30	£3,350
	Warren Barton	Def	28	33	£4,000
15	Jon Dahl Tomasson	Att	29	35	£5,350
	Steve Hawes	Def	25	36	£9,650
7	Robert Lee	Mid	31	32	£12,000
	Des Hamilton	Mid	28	32	£6,900
4	Gary Speed	Mid	27	48	£8,000
	Andy Griffin	Def	36	49	£1,400
10	Andreas Andersson	Att	23	58	£10,700
9	Alan Shearer	Att	26	58	£30,000

Contracts are an important feature for keeping track of huge wage bills. You can reduce the wages or improve them, depending on how you rate your squad. £30,000 per week! Who is this Shearer bloke anyway!?

league tables, top scorers and results. The squad icon tells you everything about... er... the squad and every issue related to it – contracts, injuries, training, etc. The chequebook shows the transfer market, displays the players available and also allows you to make sneaky, underhand attempts at luring the stars with big contract offers. The final option, the player in the centre, is the most widely used. This moves time forward and takes you through the season. Every time you're happy with your work in the office and on the training field, this icon will end your day/week and take you to the next. The way Gremlin

have organised so much information into such an easily controllable format is a testament to the time the game has taken to be completed.

## Oh Barry, we love you!

After all your squad selection, team tactics, transfer dabbling and financial chores are complete, the football itself has to bear fruit. Match day is a great day in real life, and is almost equally enjoyable on this as well. There is a full match of written commentary that gives information on every aspect of the game, from territorial

**The depth of detail and the lively highlights will surely make this a must-buy for anoraks and football fans alike.**



The highlights of the match are identical to *Actua Soccer*, even down to the replays. Shearer again steals the limelight with a 30 yard free kick beauty. Roberto Carlos, eat your heart out!

**B. Clough**  
NEWCASTLE UNITED

**Transfer Market** Mon 1 Jul 1997

Name	Age	Value	Club	Rating	Range
Sam Almon	22	£3,350,000	Liverpool	1.0	£3,350,000 - £3,350,000
Paul Patterson	22	£2,625,000	Liverpool	1.0	£2,625,000 - £2,625,000
Yossi Benayahu	22	£1,525,000	Liverpool	1.0	£1,525,000 - £1,525,000
David Coyle	22	£1,000,000	Liverpool	1.0	£1,000,000 - £1,000,000
Shay Ben-David	22	£2,000,000	Liverpool	1.0	£2,000,000 - £2,000,000
Yoni Ben-David	22	£1,525,000	Liverpool	1.0	£1,525,000 - £1,525,000
Paul Patterson	22	£2,625,000	Liverpool	1.0	£2,625,000 - £2,625,000

The transfer market. Buy or sell? This is where the unwanted cast-offs find themselves... Jordi Cruyff £4m! Ferguson's 'aving a laarrf!



The Daily News. As everybody knows, if you want to find anything about yourself or anybody else then the tabloids are the place. Tables, results and even the club finances can be found in the paper.

advantage to how many corners you've won, and there are highlights to follow. The highlights are the best feature of the whole game for me; Barry Davies – commentator legend – shouts excitably, and *PM98's Actua Soccer* game engine recreates all the passion of Match of the Day.

All the team strips and players are modelled on their real-life counterparts, as are the stadiums. It all seems so believable. Ambition will course through your veins and embellish itself in your mouth, such that you'll be screaming wildly at your centre forward to score from the spot in a local derby. The League Cup, FA Cup and even the European Super league are thrown in as well. The European inclusion also gives you the chance to buy stars such as Patrik Kluyvert and Ronaldo, but as I have harshly found out for myself, they're not willing to come to Plymouth Argyle for £350 per week.

Overall, the depth of detail and the lively highlights will surely make this a must-buy for anoraks and football fans alike. The sheer size of the game puts it in a league of its own and will ensure *PM98* keeps the manager-hopefuls managing for ages. **Lee**

## TP RATINGS

**total PlayStation**

Think you're the new Hoddle? This is the definitive training experience.

Publisher:	Gremlin	Price:	£44.99
Developer:	In-House	Released:	Summer 98
Players:	1-4	Game type:	Football Management Sim

[GRAPHICS]	87	[OVERALL]	<b>89</b>
[SOUND]	88		
[PLAYABILITY]	89		

## GROUNDING

The stadiums are almost identical to their real life counterparts. This gives the gamesplayer an added measure of authenticity. From the Spion Kop at Anfield to the small East Stand found at Filbert Street, it's all there.



Ibrox Park



Filbert Street

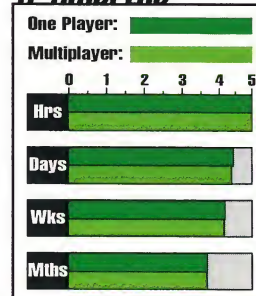


The Dell



Super League matches are a great addition to what is already a fine piece of software.

## TP TIMEPLAY





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# Pet in TV

Do you remember the days of the Tamagotchi invasion? Do you fondly reminisce about cleaning up virtual poo? If the answer to this is 'yes', you are advised to ignore Sony's latest offering, *Pet in TV*.



The distant camera view is most practical during movement, taking in the entire play area.



Various themes run through each world, and weather conditions are purely aesthetic.

We feel that we must commence this review with a confession. The TOTAL PLAYSTATION offices were once alive with the sound of bleeping – our paternal instincts were unleashed, as we sat huddled around our Tamagotchi, patiently waiting for the cheery little fellow to empty his bowels or require a little TLC... bless 'em. These little creatures even made their way into our conversation, and – most worrying – our social life, as we stood in the local night club making sure that our Tamagotchi didn't spend the evening in the company of its own poo – 'sad' doesn't even come close. Thankfully, after a couple of days the charm began to wear thin, and by the end of the week we were having competitions to see who could kill the little buggers in the shortest time.

The Tamagotchi craze ended as rapidly as it began, yet undeterred by the fact that no-one could give a monkey's about Virtual Pets, Sony have added the obscure Japanese VP simulation, *Pet in TV* to the summer release schedule. Unlike the rather

bizarre and highly amusing N64 title, *Tamagotchi World*, Sony have not acquired a official license from Bandai to reproduce their not-so-lovable characters. Instead they have opted to borrow the basic concept of nurturing a creature from birth to maturity, with the emphasis on mental growth, not physical development.

## Asking opinion?

Herein is where the problems arise. The initial charm of the Tamagotchi was that its growth and development was based purely upon the owner's input. By constantly checking the creature, making sure it was well-fed and happy, the creature would reach adulthood. *Pet in TV* is little more than a puzzle game with the dubious benefit of character development. The player finds themselves in control of the pet in a dog ugly virtual 3D world. As they

venture further into the realm, they will be presented with new characters to interact with and challenges to overcome. From the input given by the player, the pet will learn how to deal with these situations and thus progress to the next level of awareness.

Whilst watching the pet develop is mildly amusing, the gameplay and visuals are remarkably dull. The puzzles offer little challenge and the characters are shallow at best. Worse still, the growth of the pet itself is strangely uninvolved, leaving us to ponder what the point of all our efforts is.

*Pet in TV* tries to deliver a new gaming concept but sadly fails, falling into the void between puzzler and Virtual Pet simulation, never to return. Ironically, this is a game that will completely alienate the audience it was intended for. Where's the logic in that? **James**



The characters, including the lead, are rather disturbing. They're more likely to inspire nightmares than sweet approving noises.

***Pet in TV* is little more than a puzzle game with the dubious benefit of Tamagotchi-styled character development.**



Any new object encountered will have to be explained to the pet. The explanation will be remembered and the pet will repeat the action next time.



"What shall I do with the long pink thing?" I think we all know the answer to that one!

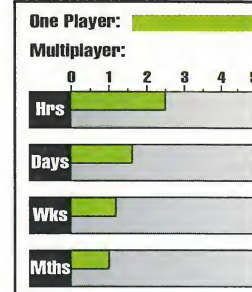
## RICHARD SAYS...

As cute and as amusing as *Pet in TV* is, it's a strange affair for the most part. Once you get used to the controls (which takes a while, it has to be said), it becomes clear that *Pet in TV* is a children's puzzle game. I can imagine fans of Tamagotchis appreciating the game universe on display here and relating to the cast of cute characters. For most gamers, the title will feel a bit odd in the same way that *Jumping Flash* did, and if you like oddness then that's fine – you may find some original features here to inspire. We think that the sim pet craze or genre only has popularity left in its own country of Japan, and to Western eyes this just seems bizarre or – at times – boring.



Completely lacking in any form of visual gloss, *Pet in TV* is one of the most ugly games we have seen.

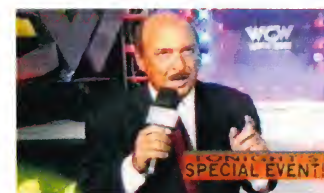
## TP TIMEPLAY



## TP RATINGS

<b>PLAYSTATION</b>		An unusual sim that's just too empty and devoid of excitement.	
Publisher:	Sony	Price:	£34.99
Developer:	Sony of Japan	Released:	July
Players:	One	Game type:	Virtual Pet Sim
[GRAPHICS] 61		[OVERALL] 54	
[SOUND] 58			
[PLAYABILITY] 49			









The level of graphical detail has been improved greatly since the blocky days of *WCW Vs The World*.

weekly ballet of lycra and body oil, achieving number one TV ratings in the US.

With such wrestling legends as Macho Man Randy Savage and the seemingly immortal Hulk Hogan on their team, T·HQ achieved the unthinkable by producing a playable and – most importantly – an entertaining wrestling romp. This follow-up, *WCW Nitro*, is a little disappointing by comparison, but still a very good slice of grappling action.

Rather ironically, the main complaints levied against the original – blocky characters and limited animation – have been addressed, with the most apparent casualty being the loss of gameplay; there is a distinct reduction in the moves listings, resulting in a rather less satisfying romp within the square circle. Also, rather

## WWF CASUALTIES

The following wrestlers may look very familiar to those amongst you who can remember the WWF craze of the late 1980s. Having defected from their original ranks, these chaps now break heads for the WCW. Ring any bells?



**HOLLYWOOD HOGAN**  
(Formerly known as Hulk Hogan)



**SCOTT HALL**  
(Formerly known as Razor Ramon)



**CURT HENNIG**  
(Formerly known as Mr Perfect)



**LEX LUGER**

and new touches. The 20 members of the player ranks – a cross section of the WCW and the break-off faction, the nWo – will be instantly recognisable in their polygon guise. This illusion of reality is further created by the movement of the characters and – most pleasing – the sense of weight and proportion that the differing fighters carry.

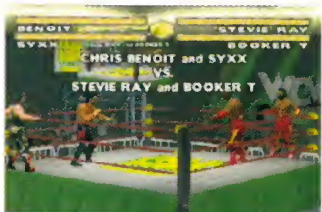
### Mike Tyson

It may be a possible indication of this reviewer's mental well being, but the sense

Exploiting the license to its full potential, T·HQ treat the viewer to a number of FMV sequences featuring some rather unpleasant encounters with the canvas. By far the best inclusion is the cut scenes that are displayed during the character selection process. A quick tap of the button will unleash a 30 second clip of wrestler banter, each one an absolute gem. The spectacle of the huge blokes screaming at the camera detailing the ways that they intend to

**This illusion of reality is further created by the movement of the characters and – most pleasing – the sense of weight and proportion that the differing fighters carry.**

disappointingly, the expected four player action (an option that crowned the N64 version) did not make it to the final code. Thankfully, amongst these niggles the player will find an equal amount of improvements



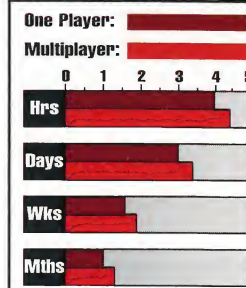
of satisfaction gained by sending your opponent to the mat headfirst, accompanied by a bone-crushing thud as his limp body crashes to the ground, is immense. Each battle is followed by groans and grimaces from the onlooking audience – always a good sign. The battles are based around familiar wrestling events – two on two tag team, exhibition, two player Vs and Tournament. The reproduction of the sport is fairly comprehensive – all the exaggerated moves are present, including all the character trademark attacks sure to delight WCW followers.

dismember you is by far the most amusing thing we have seen for a while.

*WCW Nitro* is suitably daft reproduction of a very daft sport. Fans will revel in the realism, and the rest of us will just enjoy grappling with these large sweaty men... err, hang on! A worthy second place in the PlayStation wrestling league. **James**



### TP TIMEPLAY



### TP RATINGS

Total PlayStation			
Publisher:	T·HQ	Price:	£39.99
Developer:	Inland	Released:	Out Now
Players:	1-2	Game type:	Wrestling
	[GRAPHICS]	81	<b>[OVERALL] 77</b>
	[SOUND]	80	
	[PLAYABILITY]	71	

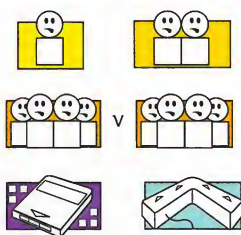




# Mini Reviews

## Total NBA '98

Basketball is probably one of Europe's fastest growing sports. The Americans revel in its non-stop action and the games industry has been never missed an opportunity to exploit its growing popularity.



The Chicago Bulls seem to have acquired a couple of new superstars. Two edited players with dodgy beards, goggles and headbands have somewhat lowered the overall credibility of the great team from the Midwest.



The game always starts off with two players jumping up for a ball tossed by the referee. The other players stand around in the court doing nothing until the ball comes to them. It's a tough job playing in the NBA!

### Info

Publisher:	Sony
Publisher:	Sony America
Players:	1-8
Price:	£39.99
Released:	July
Rating Overall:	78

Ever since consoles began, we have been witness to annual renditions of sports simulations. FIFA '96, '97 and '98, NHL '96, '97 and '98 and, of course, the NBA series. Total '98 again has everything a basketball freak would like to see in a basketball game. Players, teams, slam-dunks and hideous American commentary! The action is more or less the same as the previous games, with five tall athletes frantically leggin' it around a wooden court. Squeaky shoes can be heard in abundance, as can the screaming crowd with their hooters. As the game series progresses, the graphics have become cleaner and the animation smoother. Statistics have remained detailed and, for those of you who have played the earlier versions, playability is improving with each one. More options are continually being added and the success of them is ever-increasing. No doubt this will not be the last, and I fully expect them to be working on a follow-up as we speak.

### Extreme, raw, to the max

The thing that stands out most about the '98 version is the edit-a-player facility. This feature allows you to create your own squad member (maybe even yourself) and play them in your favourite team. Seeing yourself run around a basketball court is a great spectacle, but it can, and does get better with a few buddies around. The eight player multi-option is a brilliant inclusion and enhances gameplay considerably. A couple of multi-taps and seven of yer mates can make for an evening of sheer tomfoolery – nobody ever gets a grasp on the game because of the pandemonium that ensues. "Laugh? Me 'ead nearly came off." The usual in-game features include a variety of dribbles, passes and dunks. Plus there's ball bouncing through the legs and some fancy mid-air twists and turns for the slam-dunking superstars.

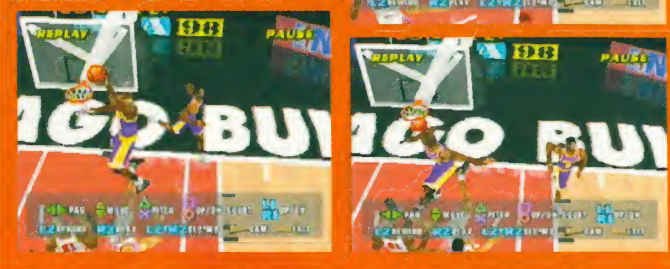
Overall, Total NBA '98 is yet another improvement over the last. It definitely has appeal for both the basketball enthusiast and PlayStation gamer alike. The sheer depth of statistics and cracking multiplayer gaming will keep most fans of the sport happy for ages. If the end of the NBA season has brought on personal misery, then do not fear, the Total experience has arrived. **LEG**



The action is fast and furious, even more so with four to eight players. Every member of both teams chases the ball all over court without a thought for defence or tactics.

### SLAMMIN'

A great play by the No. 39. This is a perfect example of slam-dunking, culminating with wild celebrations by players and fans alike. The term 'dunking' obviously stems from tall Americans dipping biscuits in hot beverages... or something like that.



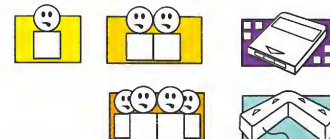
TOTAL NBA '98 EXHIBITION		
AWAY	ORIGINAL HOSTS	HOME
1ST	OVERALL	2ND
4TH	OFFENSE	9TH
5TH	DEFENSE	3RD
11TH	SHOOTING	17TH
LEAVEWAY BACK PLAY ROSTER IN HOME		

Each of the teams that compete in Total NBA '98 are the authentically represented articles that can be found in the sport itself.





# Kick-Off World



**B**ack in the days of Atari STs and Commodore Amigas, football games were as rife as they now are on consoles. The market leader back then was *Super Kick Off*, and it owned the type of reputation that is currently being touted by *ISS Pro* and the *FIFA* collection. Anco have continued to employ the once excitable title on their excursions into the PlayStation field, and have now, like so many other companies, derived a game to coincide with this year's World Cup.

The latest offering is a far better title than they have produced before, with a huge array of real players, teams and competitions. There are international squads of each World Cup competing nation, with full team selection and authentically replicated strips. Accompanying these are the domestic teams from around the world, including the full English Premiership, Italian Serie A and German Bundesliga. On top of all your team preference options, there is also the different tournaments, each selectable with both levels of team. World Cup, league and challenge are methods of

play, and there is also a full practice option for you to sharpen your skills.

When all tactics and choices are made, the crucial factor in any football game is then tested – how well does it play? *Kick Off World* gives those familiar with the original the chance to play with the top-down angle, and there are more modern side-view positions to watch the action from. It doesn't play as brilliantly as *ISS* and it is not as pretty as *FIFA*, but with some nice touches and a wad of options, *Kick Off World* is a fair attempt at a game in a bulging market. **Lee**



Action replays are among the best in any game. In typical Andy Gray style, little marker pens show passes forward, runs, shot directions and the players that performed them.



England vs Tunisia. The strips are all authentically replicated, as are the players themselves. Nice little touches are included, like the linesman... (oops, ref's assistant) waving his flag for fouls and throw-ins.



The referee runs about the pitch like a man possessed. The Brazilian No. 4 is not above the law though. He gets a severe talking to.

**Info**  
Publisher: Anco  
Rating Overall: 77

# NHL Powerplay '98

**V**irgin's *NHL PowerPlay '98* is yet another journey into the world of the American Ice Hockey League. Like most other renditions of the sport, the game plays at a fast pace, with players that are badly drawn. Personally, I find ice hockey quite an enjoyable game to watch, but playing it in a video format is an experience to be quickly forgotten. Software developers have still not realised that a small puck (represented visually as a black dot) is tremendously difficult to follow as it flashes around on the ice, and once again, this is no different. Playability suffers greatly when the thing you're trying to score with is undetectable on the rink.

As usual, there is a stack of statistics for both teams and individual players. Each of these are representations of their real life counterparts, so anoraks of the game will be truly content. Apart from the all-action American teams, there is also an

international selection of squads from all over the world. GBR, unsurprisingly, are among the weakest nations whilst the Canadians reign supreme. Multiplayer action doesn't ease the playability but does induce an ice-load of laughter.

Overall, *NHL PowerPlay '98* suffers from an unoriginal concept and poor animation. Ice hockey games have been breeding on the 'Station since its creation, so to make one that stands out and is noticeable, the game has to be special in its own right. Unfortunately it isn't, and there are far more accessible titles on the market. **Lee**



A face-off doesn't mean what it suggests. Frantic stick wiggling and head-to-head grunting make for a great spectacle of sporting entertainment.



A packed arena will see a lot of noise from the home support, yet none of them can see where the puck is. They just cheer anything these NHL fans...



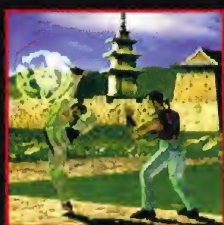
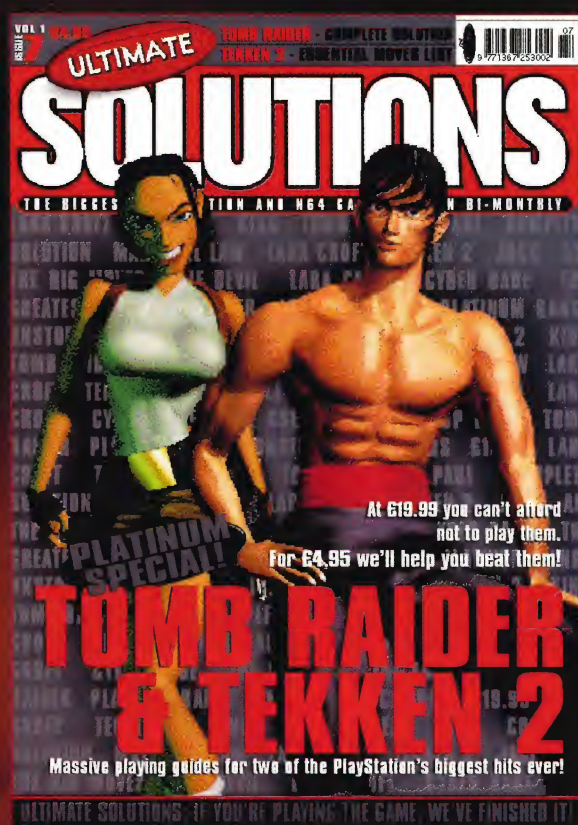
Hooray, the Reds have scored! Plenty of stick-raising action going on here!



**Info**  
Publisher: Virgin  
Rating Overall: 78



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# TIPZONE

Whether you're hopelessly stuck on a game or you've completed it and need something to make it a bit more interesting second time around, this is the place to be. All the latest cheats, hints and codes as they happen. These pages are constantly updated, so keep an eye out every month and rest assured, sooner or later what you're after will appear.



## Dead or Alive ..... 82

This 3d beat-'em-up is causing a bit of stir, not least for the busty bouncing babes you get to play with. This TP guide will help you bring them under control.



## Mini Tips ..... 96

Don't get mad, get even. In fact, just cheat!



## Q&A Tips ..... 98

Getting stuck or can't seem to win? Here are some answers to your problems.







# Dead

*Dead Or Alive* – the arcade game that turned more teenage heads than any Lara Croft poster. Look beyond the bounce though, and you will find a very good and in-depth beat-'em-up.

TOTAL PLAYSTATION therefore brings you this quick-reference complete move list – you'll never be stuck for a multipart or juggle again!

## On the button

S Button – Hold (H)  
X Button – Punch (P)  
O Button – Kick (K)  
T Button – Punch (P)  
L1 Button – Hold + Punch (H+P)  
R1 Button – Hold + Punch + Kick (H+P+K)  
L2 Button – Punch + Kick (P+K)  
R2 Button – Hold + Kick (H+K)

## Basic controls

b – Block high/mid attacks  
db – Block low attacks  
f, f – Dash forward  
df, df – Low forward dash  
b, b – Backdash  
db, db – Low Backdash  
f, F – Run forward  
b+H – Counter opponent's high or mid attack  
db+H – Counter opponent's low attack  
H+P – Throw  
H+P – Escape from most throws  
H+P+K – Escape from most multiparts  
U – Safe landing from some throws  
H+P+K – Prevent bounce in Danger Zone

## Conventions


u/U – Tap/hold up  
d/D – Tap/hold down  
f/F – Tap/hold forward  
b/B – Tap/hold back  
uf/UF – Tap/hold up-forwards  
ub/UB – Tap/hold up-backwards  
df/DF – Tap/hold down-forwards

db/DB – Tap/hold down-backwards  
N – Neutral the D-pad  
+ – Press the buttons together  
2) – Further parts to the previous move, otherwise known as a multipart  
\_ – Or  
[ ] – Optional input  
WS – While standing  
WL – While landing from either a 'U' or 'UF' jump  
BK – While your back is to the opponent  
<When opponent grounded> – While your opponent is lying down/grounded  
<To opponent's back> – While your opponent has their back to you  
<When opponent is crouching> – While your opponent is crouching  
<To opponent's crouching back> – While your opponent has their crouching back to you  
(MK) – When your opponent is throwing a middle-hitting kick  
QCF – d, df, f  
QCB – d, db, b  
HCF – b, db, d, df, f  
HCB – f, df, d, db, b  
QCFD – f, df, d  
QCBD – b, db, d  
HCFB – f, uf, u, ub, b  
HCDU – d, df, f, uf, u  
TCBD – b, ub, u, uf, f, df, d

## When grounded

H – Roll into background and rise  
D+H – Roll into foreground and rise  
B – Roll backwards and rise  
D – Rise into crouched position (can be done after a roll)  
K – Rise into mid kick (can be done after a roll)  
D+K – Rise into low kick (can be done after a roll)

## IP RECOMMENDATIONS

	<b>Publisher:</b>	Sony	<b>Price:</b>	£34.99
	<b>Developer:</b>	Tecmo	<b>Released:</b>	June
	<b>Players:</b>	1-2	<b>Game type:</b>	Beat-'em-up



# Or Alive

## Game engine

*Dead Or Alive* has a totally new game engine, which has been based on the old Paper-Scissors-Stone technique: a blow beats a throw, a throw beats a hold, and a hold beats a blow. This way, no one move has higher priority than any other. So, if both players perform a move in the same group that hits simultaneously, neither of the moves will cause any damage to the characters.

## Danger Zone

Surrounding the normal fighting area is a region that is known as the Danger Zone. If anyone falls onto this, they receive extra damage and will also get bounced up in the air. This bounce is very important, as it can set you up for some very damaging juggles. You can avoid being bounced by pressing H+P+K just before you hit the ground.

## Multiparts

A feature that was first seen back in the classic beat-'em-up, *Tekken 2*, makes an appearance in *DOA*. Multiparts are throws that can be linked together by pressing certain buttons in sequence, once the first part (known as the starter) has begun. These multipart moves are normally very damaging, but are also very tricky to perform. Most of these can be escaped from by pressing H+P+K.



## ALL DRESSED UP!

Most characters in *DOA* have several costumes, with the ladies having fourteen different outfits each!

Here are all of Tina's – feast your eyes on these get-ups!



This is Tina's standard outfit – nothing too fancy here!  
Red top, black leggings.



Dark blue top and dark leggings.



One piece, all in light blue.



Wild West! Pink top, Burgundy trousers.



Same as before, but a white top and brown trousers.



Foxy catsuit! Dark brown velvet.



As before, but in red. I love that tail!



Cave Tina! All pink.



The real cave Tina! Yellow with black bits.



Police woman – blue dress, red tie.



As before but in grey, with a white tie and yellow belt.



A very patriotic American flag one-piece swimsuit.



Wow! A Playboy bunny in black. Check out those ears!



Same again, but just as lovely in the red.





# THE PUGILISTS

## KASUMI

### GRAPPLING TECHNIQUES

#### Throws

H+P – Arm Drag Toss  
B+P – Monkey Flip Toss  
QCB+H+K – Chest Backflip  
df, df+P+K – Running Cross Chop  
QCF+P – Neckflip Toss  
<To opponent's back> H+P  
– Chiropractic Stomp  
<When opponent is crouching>  
D+H+P – Hop Over

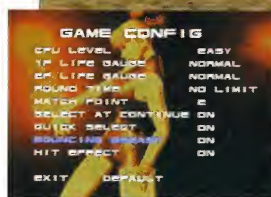
#### Holds

f+H – Spin Switch  
1) f, f+H – Flip Over  
2) d+K – Chest Kick  
QCF+H – Arm Whip  
1) f, f+H+K – Face Press Slam  
2) b+H – Frankensteiner  
<To opponent's back> f, f+H  
– Neck Snap  
<When opponent is crouching>  
df+H – Low Spin Switch  
<To opponent's crouching back>  
df+H – Low Spin Push

### BLOWS

P, P, f+P, K, K – PP Elbow-Kicks  
P, P, f+P, K, d+K – PP Elbow-Kick-Sweep  
P, P, f+P, f+K – PP Elbow-Cartwheel  
P, P, f+P, d+K – PP Elbow-Sweep  
P, P, P, K – Punch Rush-Spin Kick  
P, P, P, d+K – Punch Rush-Sweep  
P, P, K, K – Double P, Double K  
P, K – Quick PK  
f+P, K, K – Elbow-Kicks  
f+P, K, K – Elbow-Kick-Sweep  
f+P, f+K – Elbow-Cartwheel  
f+P, d+K – Elbow-Sweep  
df+P, P – Double Uppercut  
df+P, K – Uppercut, High Kick  
d+P\_db+P – Low Knuckle  
b+P, P, f+P, K, K – Twisting PP Elbow Kicks  
b+P, P, f+P, K, d+K – Twisting PP E K Sweep  
P, P, f+P, f+K – T PP Elbow-Cartwheel  
b+P, P, f+P, d+K – Twisting PP Elbow Sweep  
b+P, P, P, K – T Punch Rush Spin-Kick  
b+P, P, P, d+K – T Punch Rush Spin-Kick  
b+P, P, K, K – Twisting PP KK  
b+P, K – Spinning PK  
u+P\_uf+P, P, f+P, K, K – Flying PP Elbow Kicks  
u+P\_uf+P, P, f+P, K, d+K – Flying PP E K Sweep  
P, P, f+P, f+K – F PP Elbow-Cartwheel  
UB, P – Hop, Whirlwind  
u+P\_uf+P, P, f+P, d+K – Flying PP Elbow Sweep  
u+P\_uf+P, P, P, K – F. Punch Rush-Spin Kick  
u+P\_uf+P, P, P, d+K – F. Punch Rush-Sweep  
u+P\_uf+P, P, K, K – Flying PP KK  
u+P\_uf+P, K – Flying PK

U, P\_UF, P – Stun Punch  
f, f+P – Dash Uppercut  
df, df+P BK – Turning Uppercut  
K, K – High Kicks  
K, df+K – Hi-Mid Kicks  
K, d+K – Hi-Lo Kicks  
df+K – Side Kick  
d+K\_db+K – Low Kick  
ub+K – Backflip Kick  
u+K – Axe Kick  
UB, K – Hop, Sweep  
uf+K – Cartwheel  
U, K\_UF, K – Jumpkick  
f, f+K – Diving Leg Sweep  
f, b+K – Reverse Heel Kick  
QCF+K – Chun Li Sweep  
P+K – Whirlwind  
f, f+P+K – Rising Swallow  
H+K – Double Spinkicks  
df+H+K – Side Spinkick  
d+H+K – Sweeping Spinkick  
H+P+K – Lifting Sweep  
(WL) P – Hop, Whirlwind  
(WL) K – Hop, Sweep  
(BK) P – Turning Punch  
(BK) d+P – Spin Chop  
(BK) db+P – Knee Jab  
(BK) K – High Kick  
(BK) d+K – Side Kick  
(BK) db+K – Staggering Sweep  
(BK) u+K – Moonsault Kick  
<When opponent grounded> d+P – Ground Chop  
<When opponent grounded> u+K – The Stomp  
[F, B, F\_B, F, B] H+P+K – Taunt: Petal Spin





# HAYABUSA

## GRAPPLING TECHNIQUES

### Throws

H+P – Arm Flip  
f, f, b+P+K – Reverse Arm Toss  
b+H+P+K – Waistlock Suplex  
QCF+P – Head Flip Throw  
QCB+P+K – Rolling DDT  
1) QCB+P+K – Choke, Choke Throw  
2) HCDU+P+K – Ninja Catch  
3) TCBD+P+K – Upside Down SPD  
<To opponent's back> H+P  
– Back Suplex  
<To opponent's back> H+P+K  
– Reverse DDT  
<When opponent is crouching> d+P+H – Neckbreaker

### BLOWS

P, P, P – Punch Rush  
P, P, b+P, f+P – Palm Rush  
P, P, b+P, K – Boot Rush  
P, P, K – Kick Rusk  
P, P, d+K, K, K – Kick Cyclone  
P, K – Punch-Roundhouse  
f+P – Quick Elbow  
df+P – Uppercut  
d+P – Knee Jab  
db+P, d+K – Double Low  
b+P, f+P – Quick Palms  
b+P, K – Quick Mids  
ub+P, P, P – Punch Rush  
ub+P, P, b+P, f+P – Palm Rush  
ub+P, P, b+P, K – Boot Rush  
ub+P, P, K – Kick Rusk  
ub+P, K – Punch-Roundhouse  
UB, P – Palm Thrust  
u+P – Upward Palm Thrust  
uf+P – Ninja Roll  
U, P\_UF, P – Stun Punch  
f, f+P – Palm Thrust  
D, b+P – BK Turning Backslap  
D, b+P, K – Backslap, Axe Kick  
K – High Kick  
f+K – Lunging Knee  
df+K – Side Kick  
d+K\_db+K – Low Kicks  
db, db+K, d+K, K, K – Sweep Kick

### Holds

f+H – Arm Snap  
f, f+H – Flip Over  
QCF+H – Kick Step  
<To opponent's back> f+H  
– Arm Snap  
<To opponent's back> f, f+H  
– Leg Trip  
<When opponent is crouching> df+H – Flip Over  
<To opponent's crouching back> f+H – Spinal Punch

### Reversal

QCB+H (MK) – Leg Hook Suplex

b+K, K, K – Frontflip  
ub+K – Backflip Kick  
UB, K – High Kick  
u+K – Lifting Kick  
uf+K – High Kick  
U, K\_UF, K – Jumpkick  
f, f+K – Lunging Sweep  
f, b+K – Low Back Kick  
D, b+K – Upward Thrust  
P+K – Chest Chop  
df+P+K, K, K – Handstand Cyclone  
H+K, K, K – Sidekick Cyclone  
d+H+K, K, K – Slide Cyclone  
(WL) P – Palm Thrust  
(WL) K – Lunging Knee  
(BK) P, P, P – Punch Rush  
(BK) P, P, b+P, f+P – Palm Rush  
(BK) P, P, b+P, K – Boot Rush  
(BK) P, P, K – Kick Rusk  
(BK) P, P, d+K, K, K – Kick Cyclone  
(BK) P, K – Punch-Roundhouse  
(BK) d+P – Mid Chop  
(BK) db+P – Low Chop  
(BK) K – Side Kick  
(BK) d+K – Turning Kick  
(BK) db+K – Low Sweep  
(BK) u+K – Axe Kick  
<When opponent grounded> df+P – Double Chop  
<When opponent grounded> u+P – Jumping Chop  
[F, B, F\_B, F, F] H+P+K – Taunt: Bow Down







# ZACK

## GRAPPLING TECHNIQUES

### Throws

H+P – Sway Backslam  
f, b+P+K – Triple Knee  
df, df+P+K – Head Crusher  
<To opponent's back> H+P  
– Backslam

### Holds

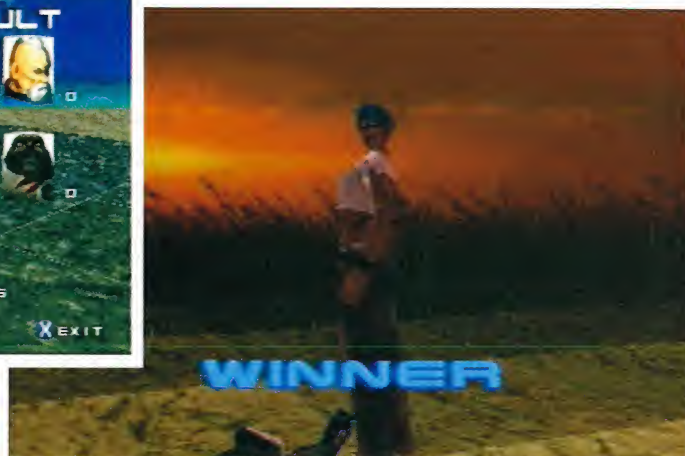
f+H – Hard Knee  
f, f+H – Push Setup  
f, b+H – Pull Setup  
<To opponent's back> f+H –  
Quick Elbow  
<To opponent's back> f, f+H  
– Power Elbow  
<When opponent is crouching>  
df+H – Neck Choke Push  
<To opponent's crouching back>  
df+H – Neck Elbow



## BLOWS

P, P, P – Punch Rush  
P, P, f+P, P – Punch Blitz  
P, P, f+P, K – Punch Into Axe Kick  
P, P, K, K – Punch Sideswipe  
P, P, f+K – Punch Knee  
P, P, d+K, d+K – Punch Sweep  
P, K – Headache  
f+P, P – Elbow Jam  
f+P, K, K, K – Toe Jam  
df+P, df+P, df+P – Uppercut Blitz  
d+P\_db+P – Knee Jab  
b+P – Overhead Crush  
ub+P, P, P – Snap Rush  
ub+P, P, f+P, P – Snap Blitz  
ub+P, P, f+P, K – Snap Punt  
ub+P, P, K, K – Snap Sideswipe  
ub+P, P, f+K – Snap Knee  
ub+P, P, d+K, d+K – Snap Sweep  
ub+P, K – Headache  
UB, P – High Elbow  
u+P\_uf+P – Overhead Punch  
U, P\_UF, P – Stun Punch  
f, f+P – Flash Elbow  
df, df+P – BK Turning Uppercut  
QCF+P, P – Dash Elbows  
K, K – High-Round  
f+K, K – Double Knee

df+K – Side Kick  
d+K – Shin Kick  
db+K, d+K – Ankle Buster  
b+K – BK Roundhouse Kick  
b+K, P – Roundhouse-Elbow  
b+K, K – Double Hook  
ub+K\_u+K\_uf+K – Punt Kick  
UB, K – Hook Kick  
U, K\_UF, K – Jumpkick  
f, f+K – Dart Knee  
QCF+K – Dashing Hook Kick  
QCF+H – Spin (Fake Elbow)  
f, f+P+K – Double Jumpkick  
H+K – Hook Kick  
QCF+H+P+K – Spinning Uppercut  
(WL) P – Hopping Elbow  
(WL) K – Lunging Knee  
(BK) P, P, P – Reverse Punch Rush  
(BK) P, P, f+P, P – Reverse Blitz  
(BK) P, P, f+P, K – Reverse Punt  
(BK) P, P, K, K – Reverse Sideswipe  
(BK) P, P, f+K – Reverse Punch Knee  
(BK) P, P, d+K, d+K – Reverse Sweep  
(BK) P, K – Bad Headache  
<When opponent grounded> df+K – Quick Stomp  
<When opponent grounded> u+K – Jumping Stomp  
[F, B, F\_B, F, B]H+P+K  
– Taunt: The Wave





# LEI FANG

## GRAPPLING TECHNIQUES

### Throws

H+P – Palm Strike  
H+P+K – Forearm Strike  
QCB+P – Arm Break Toss  
f, b+P – Face Punch  
<To opponent's back>  
– Reverse Arm Toss

### Holds

f+H – Knee To Stomach  
f, f+H – Double Body Blow

## BLOWS

P, P, f+P, K – Knee Lift Attack  
P, P, b+P, f+P – Forearm Attack  
P, df+P, f+P – Double Palm Attack  
P, P, d+K – Splits Kick Attack  
P, K, K, d+K – Spinkicks Attack  
f+P, K – Elbow–Rising Knee  
df+P, P, f+P, K – Knee Lift Assault  
df+P, P, b+P, f+P – Forearm Assault  
df+P, df+P, f+P – Double Palm Assault  
df+P, P, d+K – Splits Kick Assault  
df+P, P, K, d+K – Spinkicks Assault  
d+P – Knee Jab  
db+P, P – Stomach Rush  
b+P, P – Repeating Forearm  
ub+P, P, f+P, K – Knee Lift Revenge  
ub+P, P, b+P, f+P – Forearm Revenge  
ub+P, df+P, f+P – Double Palm Revenge  
ub+P, P, d+K – Splits Kick Revenge  
ub+P, K, K, d+K – Spinkicks Revenge  
UB, P – Double Palm  
u+P – Upperelbow  
uf+P – Forearm Strike  
uf, P – Stun Punch  
f, f+P – Double Palm  
f, b+P – Stun Scissors  
b, f+P – Shoulder Ram  
D, f+P – Body Blow

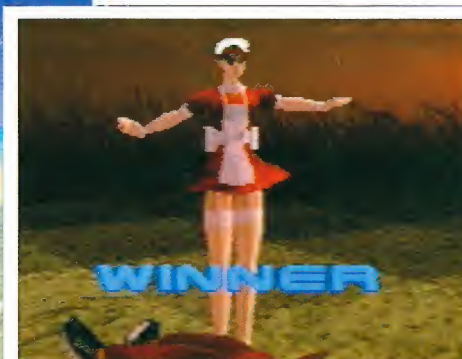
1) QCF+P – Gut Chop  
2) HCB+H+P – Back Elbow  
3) f, f+H+P+K – Neck Break  
<When opponent is crouching>  
df+H – Knee To Face  
<To opponent's back>  
f+H – Quick Elbow To Ribs  
<To opponent's back> f, f+H  
– Power Elbow To Ribs  
<To opponent's crouching back>  
df+H – Elbow To Spine

### Reversals

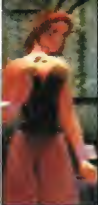
QCB+H (MK) – Turn Around



K, K – Kick-Roundhouse  
K, d+K – High-Mid Kicks  
df+K – Side Kick  
d+K – Low Kick  
db+K – Knee Jam  
b+K, K, d+K – Spinkicks  
ub+K – Air Roundhouse  
UB, K – Splits Kick  
u+K, K\_uf+K, K – Double Jumpkick  
U, K\_uf, K – Hop Kick  
d, d+K – Splits Kick  
P+K – Knee Lift  
H+P+K – Palm Strike  
(BK) P, P, f+P, K – Knee Lift Attack  
(BK) P, P, b+P, f+P – Forearm Attack  
(BK) P, df+P, f+P – Double Palm Attack  
(BK) P, P, d+K – Splits Kick Attack  
(BK) P, K, K, d+K – Spinkicks Attack  
(BK) d+P – Mid Palm  
(BK) b+P – Low Palm  
(BK) K – High Kick  
(BK) d+K – Mid Kick  
(BK) db+K – Low Kick  
(WL) P – Hop, Palm Strike  
(WL) K – Hop, Splits Kick  
<When opponent grounded> df+K – Kneeling Stomp  
<When opponent grounded> u+P – High Pounce  
[F, B, F\_B, F, B]H+P+K – Taunt: Jump For Joy







# BAYMAN

## GRAPPLING TECHNIQUES

### Throws

H+P – Waistlock Suplex  
b+H+P – Two Handed Chokeslam  
HCF+P – Backbreaker  
QCF+H+K – Rolling Ankle Snap  
<When opponent is crouching>  
d+H+P – Pancake Press  
<To opponent's back> H+P  
– Rolling Arm Snap

### Holds

f+H – Pull  
f, b+H – Neck Throw Slam  
QCFD+H – Arm Breaker  
1) f, f+H – Double Arm Sprain  
2) HCB+H – Reverse Dragon Sleeper  
3) QCB+P – DDT  
1) QCF+H – Leg Takedown

2) HCB+H – Achilles Hold  
3) QCBD+K – Half Boston Crab  
1) <When opponent is crouching>  
df+H – Arm Bar  
2) QCB+H – Arm Breaker  
<To opponent's back>  
f+H – Chest Punch  
<To opponent's back>  
1) f, f+H – Sleeper Hold  
2) HCB+H – Giant Neck Swing  
1) <To opponent's crouching back>  
df+H – Arm Bar  
2) QCB+H – Arm Breaker

### Reversal

QCB+H (MK) – Leg Breaker

## BLOWS

P, P, P – Punch Smash  
P, P, b+P – Punch Backhand  
P, P, K – Roundhouse String  
P, f+P, K – Gutbuster  
P, K – Quick Strike  
f+P, P, d+K – Toe Stomp Attack  
df+P – Fast Uppercut  
DF+P\_DF, P – Lifting Uppercut  
d+P\_db+P – Kneecap Buster  
b+P – Spinchop  
ub+P – Palm Smash  
UB, P – Overhand Smash  
u+P\_uf+P – Overhand Smash  
U, P\_UF, P – Stun Palm  
f, f+P, P – Double Axe Handle  
b, f+P – Shoulder Ram  
QCB+P – Big Uppercut  
K, P, P – Kick, Double Axe Handle  
K, K – High Kick, Axe Kick  
f+K – Knee  
df+K – Side Kick  
d+K – Shin Kick  
db+K – Ankle Breaker  
b+K – Axe Kick

ub+K – High Kick  
UB, K – Ankle Breaker  
u+K – Boot to the Head  
uf+K – Dropkick  
U, K\_UF, K – Jumpkick  
P+K – Shoulder Smack  
H+K – Roundhouse  
d+H+K – Snap Kick  
(WS)+K – Rising Roundhouse  
(BK) P – Reverse High Punch  
(BK) d+P – Spinning Gut Punch  
(BK) db+P – Spinning Low Punch  
(BK) K – Reverse Roundhouse  
(BK) d+K – Spinning Side Kick  
(BK) db+K – Spinning Low Sweep  
<When opponent grounded> df+K – Foot Stomp  
<When opponent grounded> u+K – Jumping Stomp  
[F, B, F\_B, F, B] H+P+K – Taunt: Flex Muscles





# TINA

## GRAPPLING TECHNIQUES

### Throws

H+P – Side Fallaway Slam  
H+P+K – Bodyslam  
QCF+H+K – Frankenstein  
HCF+P – Perfect Plex  
d, f+P+K – Japanese Ocean Bomb  
1) QCB+P+K – Neck Drag Tossover  
2) b, f+H+P – Double Arm Stretch  
3) d, u+H+P – Double Arm Suplex  
<When opponent is crouching>  
d+H+P – Powerbomb  
<When opponent is crouching>  
df+H+P+K – Double Arm Powerbomb  
<To opponent's back> H+P  
– Waistlock Suplex

<To opponent's back> H+P  
– Release Back Suplex

### Holds

1) f+H\_f, f+H – Arm Whip  
2) d, u+H+P – Double Arm Suplex  
1) QCF+H – Double Arm Stretch  
2) 360°+H – Double Arm Break  
1) QCfD+H – Body Tackle  
2) HCF+H – Giant Swing  
<When opponent is crouching>  
df+H – Knee Bash  
1) <To opponent's back>  
f+H\_f, f+H – Full Nelson  
2) HCFB+H+P – Full Nelson Suplex  
<To opponent's crouching back>  
df+H – Knee Bash

### Reversals

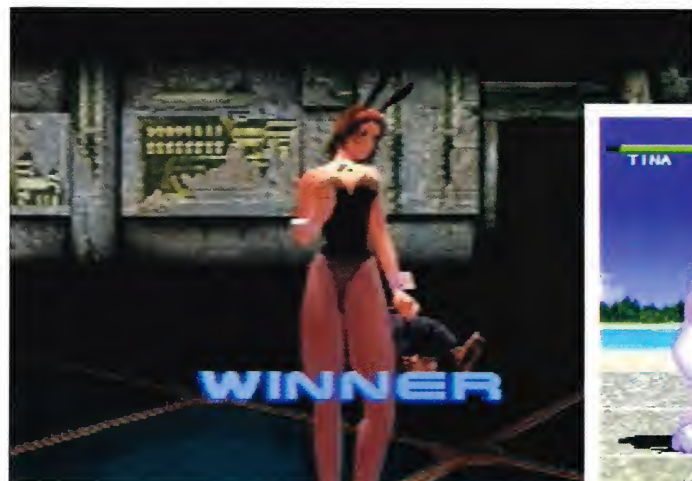
QCB+H (MK) – Leg Whip Takedown



## BLOWS

P, P, P – Beat Rush  
P, P, K – Body Rush  
P, K – High Rush  
f+P, P, K – Stomach Rush  
df+P – Quick Uppercut  
DF, P, b+P\_DF+P, b+P – Uppercut-Axe Handle  
d+P – Low Jab  
db+P – Low Spin Chop  
b+P – Axe Handle  
ub+P – Pro  
Wrestler Punch  
UB, P – Axe Handle  
u+P – Elbow Smash  
uf+P, P – Backhand-Axe Handle  
U, P\_UF, P – Stun Punch  
f, f+P, P – Double Uppercut  
b, f+P – Shoulder Ram  
K – High Kick  
f+K, b+P – Knee-Axe Handle  
df+K – Side Kick  
d+K, K\_db+K, K – Low Kick into Back Kick

d+K, d+K\_bd+K, d+K – Low Kick-Sweep  
ub+K\_u+K\_uf+K – Flying Needle  
UB, K – Hopping Sweep Kick  
U, K – Jumpkick  
UF, K – Dropkick  
d+P+K – Forward Roll  
f+H+P – Clothesline  
H+K – Jumping Back Kick  
d+H+K – Sweep Kick  
(WL) P – Rising Backhand  
(WL) K – Hopping Knee  
(BK) P – High Punch  
(BK) d+P – Spinning Chop  
(BK) db+P – Low Punch  
(BK) K – High Kick  
(BK) d+K – Turning Kick  
(BK) db+K – Ali Kick  
(BK) H+K – Jumping Back Kick  
<When opponent grounded> df+P – Elbow Drop  
<When opponent grounded> u+K – Butt Splash  
<When opponent grounded> u+H+P+K – Moonsault  
[F, B, F\_B, F, B] H+P+K – Taunt: Hand In Air







# GEN FU



## BLOWS

- P, P, f+P – Palm Assault
- f+P, P, P – Mood Swing
- df+P, P – Unhappy
- DF+P\_DF, P – Upward Strike
- d+P\_db+P – Low Jab
- b+P, P – Punch Raid
- b+P, f+P, P+K – Double Palm Blows
- ub+P – Reverse Cartwheel
- UB, P – High Palm Bomb
- u+P, P, f+P – Palm Attack
- uf+P – Elbow Strike
- U, P\_UF, P – Stun Punch
- f, f+P – Dash Palm
- f, b+P – Forearm Smash
- df, df+P – Overhead Chop
- db, f+P – Shoulder Ram
- K – High Kick
- f+K – Snap Kick
- F+K, K – Knee Lift-Hopkick
- df+K, P – Sidekick-Dash Punch
- d+K – Low Kick
- db+K, db, f+P – Battering Ram
- ub+K – Reverse Wheel Kick

## GRAPPLING TECHNIQUES

### Throws

- H+P – Elbowdrop
- d, f+H+P+K – Air Throw
- d, b, db+P – Three Hit Combo
- b+H+P – Hard Smash
- (BK) H+P – Chest Chop

### Holds

- f+H – Chest Smash
- f, b+H – Trip Takedown

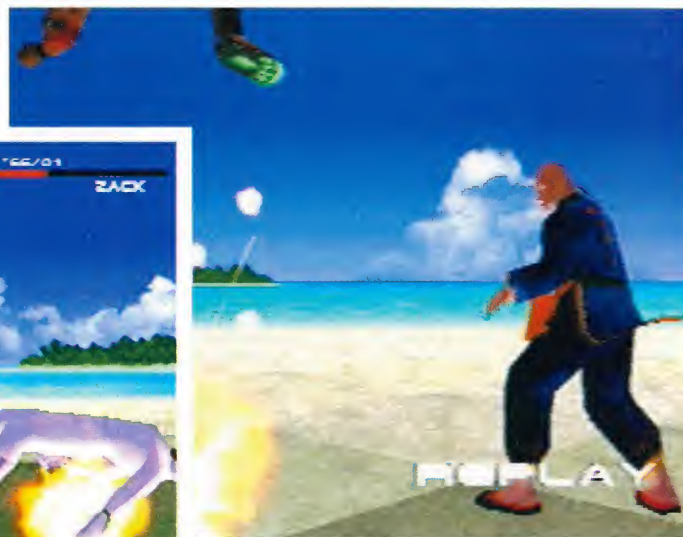
- 1) QCF+H – Elbow Breaker
- 2) QCF+P – Chest Smash
- <When opponent is crouching>
- df+H – Head Smasher
- <To opponent's back> f+H – Push Away
- <To opponent's back>
- f, b+H – Head Chop
- <To opponent's crouching back>
- df+H – Head Smasher

### Reversals

- QCB+H (MK) – Two Handed Attack



- UB, K – Defensive Sweep
- u+K, d+K – Double Circle
- uf+K – Jumping Heel Kick
- U, K\_UF, K – Jumpkick
- f, f+H – Dash
- f, f+H, P – Dash Punch
- P+K – Overhead Smash
- f+P+K – Palm Strike
- d+P+K, b, f+P – Knee Lift-Shoulder
- H+K – Clear Out Kick
- d+H+K – Foot Sweep
- H+P+K – Double Palm Strike
- (WL) P – High Palm Strike
- (WL) K – Leg Sweep
- (BK) P – High Strike
- (BK) d+P – Mid Strike
- (BK) db+P – Low Strike
- (BK) K – High Kick
- (BK) d+K – Heel Kick
- (BK) db+K – Low Kick
- <When opponent grounded>
- d+P – Punch Down
- <When opponent grounded> u+K – Stomp
- [F, B, F\_B, F, B] H+P+K – Taunt: Sit Down





# JANN-LEE

## GRAPPLING TECHNIQUES

### Throws

H+P – Face Slam  
B+H+P+K – Spinning Side Slam  
QCB+P – Body Toss  
<To opponent's back> H+P – Head Slam

### Holds

f+H – Face Smack  
f, f+H – Headlock-Face Kick

1) QCF+H – Neck Wringer  
2)b, b+H – Bulldog  
<When opponent is crouching>  
df+H – Headlock-Face Kick  
<To opponent's back> f+H – Face Smack  
<To opponent's back>  
f, f+H – Spine Punch  
<To opponent's crouching back>  
df+H – Spine Punch

## BLOWS

P, P, P, f+P – Blazing Ironhand  
P, P, P, K – Blazing Roundhouse  
P, P, f+P – Blazing Face Smash  
P, P, K – Blazing Sidekick  
P, f+P, K – Blazing Spinkick  
P, f+P, d+K – Blazing Hellsweep  
P, d+P, P – Blazing Uppercut  
P, d+P, d+K – Blazing Sweep Kick  
f+P, P – Gut Punch-Uppercut  
f+P, d+K – Gut Punch-Sweep  
df+P – Uppercut  
d+P\_db+P – Low Jab  
b+P – Cross Chop  
ub+P, P, P, f+P – Burning Ironhand  
ub+P, P, P, K – Burning Roundhouse  
ub+P, P, f+P – Burning Face Smash  
ub+P, P, K – Burning Sidekick  
ub+P, f+P, K – Burning Spinkick  
ub+P, f+P, d+K – Burning Hellsweep  
ub+P, d+P, P – Burning Uppercut  
ub+P, d+P, d+K – Burning Sweep Kick  
UB, P – Face Smash  
u+P – Backfist

uf+P – Face Smash  
U, P\_UF, P – Stun Punch  
f, f+P, K – Hook-Spinkick  
f, f+P, d+K  
– Hook-Hellsweep  
D, b, f+P – Ironhand  
b, b+P BK –Turning Backfist  
QCF+P – Power Punch  
K, K – High Kicks  
f+K, f+K – Snap-Round Kick  
df+K, f+K – Side-Round Kick  
d+K – Low Kick  
db+K, f+K – Knee Jam-Round Kick  
db+K, d+K – Knee Jam-Hellsweep  
b+K, K – Snap Kicks  
ub+K – Front Crescent Kick  
UB, K – Sweeping Kick  
u+K – Roundhouse  
uf+K, K – Double Jumpkick  
U, K\_UF, K – Jumpkick  
QCF+K – Flying Kick  
P+K – BK Double Elbow  
H+K – Goofy Foot  
d+H+K – Sweeping Kick  
(WL) P – Face Smash



(WL) K – Spinning Sweep  
(BK) P, P, P, f+P  
– Flaming Ironhand  
(BK) P, P, P, K – Flaming Roundhouse  
(BK) P, P, f+P – Flaming Face Smash  
(BK) P, P, K – Flaming Sidekick  
(BK) P, f+P, K – Flaming Spinkick  
(BK) P, f+P, d+K – Flaming Hellsweep  
(BK) P, d+P, P – Flaming Uppercut  
(BK) P, d+P, d+K – Flaming Sweep Kick  
(BK) d+P – Gut Punch  
(BK) db+P – BK Power Backfist  
(BK) D, P – Low Jab  
(BK) K – High Kick  
(BK) d+K – Side Kick  
(BK) db+K – Low Spinkick  
(BK) P+K – BK Double Elbow  
<When opponent grounded>  
df+K – Punt Kick  
<When opponent grounded> u+K  
– Double Foot Stomp  
<When opponent grounded>  
u+H+P+K – Bone Breaking Stomp  
[F, B, F\_B, F, B] H+P+K  
– Taunt: Body Shake





# BASS



## BLOWS

P, P, P – Mauling Palms  
 P, P, K – High PPK  
 P, K, K – Punch-Double Kicks  
 f+P, P – Double Body Blows  
 df+P – Upperblow  
 d+P\_db+P – Low Chop  
 b+P, P, P+K – Triple Chops  
 ub+P, P – Twin Scissor Chops  
 u+P – Overhead Chop  
 uf+P, P – Double Elbow  
 U, P\_UF, P – Stun Punch  
 f, f+P – Double Palms  
 df, df+P – Guttercut (Uppergut)  
 b, f+P – Overhead Chop  
 K – High Kick  
 f+K, P – Knee-Overhead Chop  
 df+K, K – Walking Kicks  
 d+K – Low Kick  
 db+K – Knee Stomp  
 ub+K\_u+K\_uf+K – Jumping High Kick  
 UB, K – Leg Stomp  
 U, K – Jumpkick

## GRAPPLING TECHNIQUES

### Throws

H+P – Suplex To Piledriver  
 b+H+P – Back Body Drop  
 QCF+H+K – 270° Pancake Press  
 HCF+P – Gutwrench Powerbomb  
 D, f, b+P+K – Skyhigh Powerbomb  
 1) QCB+P+K – Knee To Gut  
 2) d, d+H+P+K – Dragon Sleeper  
 3) u, u+H+P+K – Reverse Flapjack  
 <When opponent is crouching>  
 d+H+P – Jackknife Powerbomb  
 <When opponent is crouching>  
 df+H+P+K – Double Arm DDT  
 <To opponent's back>  
 H+P – Back Brainbuster  
 1) <To opponent's back>  
 H+P+K – Atomic Drop  
 2) f, f+P – Face Slam

### Holds

f+H – Headbutt  
 f, f+H – Sitting Press Slam  
 f, b+H – Short Clothesline  
 1) QCF+H – Powerslam  
 2) HCF+H – Running Powerslam  
 <When opponent is crouching>  
 df+H – Chest Chop  
 <To opponent's back> f+H – Headbutt  
 1) <To opponent's back>  
 f, f+H – Leg Hold Flapjack  
 2) HCF+P – Trash Bag Drag  
 <To opponent's crouching back>  
 df+H – Back Ride Face Slam

### Reversals

QCB+H (MK) – Spinebuster

UF, K – Jumpkick  
 QCF+K – Dropkick  
 f, f+K – BK Big Boot  
 b, f+K – Flying Kick  
 P+K – Upperchop  
 f, f+P+K – Diving Cross Chop  
 b+H+P – BK Clothesline  
 d+H+K – Low Dropkick  
 H+P+K – Belly Slam  
 (WL) P – Upperchop  
 (WL) K – Leg Stomp  
 (BK) P, P, P – Mauling Palms  
 (BK) P, P, K – High PPK  
 (BK) P, K, K – Punch-Double Kicks  
 (BK) d+P – Middle Spin-Chop  
 (BK) db+P – Low Spinchop  
 (BK) K – High Kick  
 (BK) d+P – Mid Kick  
 (BK) db+K – Ali Kick  
 (BK) b+K – High Back Kick  
 <When opponent grounded> DF+ K – Foot Stomp  
 <When opponent grounded> U+K – Double Kneedrop  
 [F, B, F\_B, F, B] H+P+K – Taunt: Stomp, Flex





# AYANE

## GRAPPLING TECHNIQUES

### Throws

H+P – Shoulder Throw  
 QCB+H+K – Chest Dropkick  
 df+P+K – Slide Between Legs  
 QCF+P – Reverse Monkey Flip  
 <When opponent is crouching> d+H+P  
 – Hop Over Back

### Holds

f+H – Twirling Punch  
 1) f, f+H – Balancing Act  
 2) d+K – Chest Kick

### Blows

P, P, P – Punch String  
 P, P, K – PPK String  
 P, K, K – Kicks String  
 P, K, d+K – Mix Up String  
 f+P – Elbow  
 df+P, P – Two Upperslaps  
 df+P, K – Upperslap-Sky Kick  
 d+P\_db+P – Low Jab  
 b+P, b+P – BK Over And Under  
 ub+P – Backflip  
 UB, P BK – Spinning Chop  
 u+P\_uf+P, P, P  
 – Hop, Punch String  
 u+P\_uf+PP, P, K – Hop, PPK String  
 u+P\_uf+PP, K, K – Hop, Kicks String  
 u+P\_uf+PP, K, d+K – Hop, Mix Up String  
 f, f+P, K – Doublecut-Trip Kick  
 df, df+P, K – Spin Chop-Low Kick  
 QCB+P – BK Spinning Chop  
 QCB+P, K – Spinchop-Sidekick  
 QCB+P, d+K – Spinchop-Sweep  
 K, K – High Kick-Roundhouse  
 K, d+K – High Kick-Sweep  
 f+K, K – Knee-Side Kick  
 f+K, K – Knee-Sweep  
 df+K – Side Kick  
 d+K\_db+K – Low Kick  
 ub+K – BK Sideflip Kick  
 UB, K – Low Sweep Kick  
 u+K – Sky Kick  
 uf+K – Frontflip Kick  
 QCF+K – Corkscrew Kick  
 U, K\_UF, K – Jumpkick  
 u+H – BK Turn Around  
 P+K – BK Spin Punch

QCFD+H – Rolling

Arm Drag

1) QCF+H – Flipover Powerbomb

2) u, u+H+P+K – Butt Slam

<When opponent is crouching>

df+H – Twirling Punch

<To opponent's back> f+H

– Twirling Punch

<To opponent's back> f, f+H

– Neck Breaker

<To opponent's crouching back>

df+H – Twirling Punch

### Reversals

QCB+H (MK) – High Leg Toss

P+K, P – BK Spin Punches

P+K, P, P – Spin Punches-Chop

P+K, P, d+K – Spin Punches-Sweep

P+K, P, ub+K – Spin Punch to Sideflip

H+K – High Spinning Kick

df+H+K – Mid Spinning Kick

d+H+K – Spinning Sweep

H+P+K – Rotating Corkscrew

(WL) P – Two Handed Uppercut

(WL) K – Sweep

(WL) K – Trip Kick

(BK) P, P, P – Dizzy Double Upper

(BK) P, P, b+P – BK Dizzy Spin Punch

(BK) P, P, b+P, P – BK Dizzy Spin Punches

(BK) P, P, b+P, P, P – Dizzy Chest Chop

(BK) P, P, b+P, P, d+K – Dizzy Sweep Kick

(BK) P, P, b+P, P, ub+K – Dizzy Sideflip Kick

(BK) d+P – Spinning Chop

(BK) db+P – BK Low Spinchop

(BK) db+P, d+K – Low Spin String

(BK) b+P – BK Spin Punch

(BK) b+P, P – BK Spin Punches

(BK) b+P, P, P – Spin Punches-Chop

(BK) b+P, P, d+K – Spin Punches-Sweep

(BK) b+P, P, ub+K – Spin Punches to Sideflip

(BK) u+P – BK Spinning Chop

(BK) K – Back Kick

(BK) d+K – Mid Kick

(BK) db+K – Low Spinkick

(BK) ub+K – Sideflip Kick

(BK) u+K – Backflip Kick

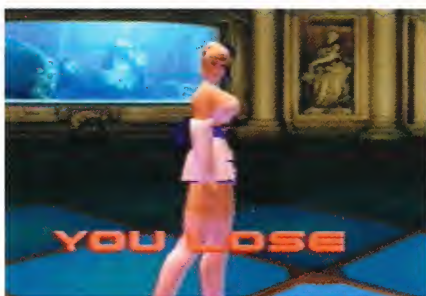
<When opponent grounded>

d+P – Ground Chop

<When opponent grounded>

u+K – Jumping Foot Stomp

[F, B, F\_B, F, B] H+P+K – Taunt: Cute Pose





# RAIDOU

## GRAPPLING TECHNIQUES

### Throws

H+P – Arm Toss  
 QCF+H+K – Frankenstein  
 df, df+P+K – Running Cross Chop  
 b, d, db+P – Triple Chop  
 HCF+P – Backbreaker  
 QCF, b, f+P+K – Jumping Powerbomb  
 <When opponent is crouching>  
 df+H+P+K – Double Arm Powerbomb  
 <To opponent's back> H+P  
 – German Suplex

### BLOWS

P, P, P – Chest Chop String  
 P, P, b+P, K – Back Kick String  
 P, P, K – Dash Knee String  
 P, K – Headache String  
 f+P, P, d+K – Gut Stomp  
 f+P, P, b+K – Gut Axe  
 df+P, df+P, df+P – Wild Swinger  
 DF, P – Rising Uppercut  
 d+P – Knee Jab  
 db+P – Low Spinchop  
 b+P, f+P – Spinchop-Open Palm  
 b+P, K – Spinchop-Back Kick  
 ub+P, P, P – Stunning Chest Chop  
 ub+P, P, b+P, K – Stunning Back Kick  
 ub+P, P, K – Stunning Dash Knee  
 ub+P, K – Stunning Headache  
 UB, P – Evasive Open Palm

### Holds

f+H – Knee Bash  
 f, f+H – Flip Over  
 1) QCF+H – Headlock  
 2) b, b+H – Bulldog  
 f, db, d, df, b+H – Flipping Neck Break  
 <When opponent is crouching>  
 df+H – Knee Bash  
 <To opponent's back> f+H – Face Punch  
 <To opponent's back>  
 f, f+H – Shoulder Ram

u+P – Face Chop  
 uf+P – Overhead Blow  
 U, P\_UF, P – Stun Punch  
 f, f+P – Open Palm  
 df, df+P – BK Turning Uppercut  
 b, f+P – Shoulder Ram  
 K, K – Double Kicks  
 K, K – Change Up Kicks  
 f+K, b+P – Dash Knee-Axe Handle  
 df+K, P – Rib Jam  
 d+K – Low Kick  
 db+K – Knee Crusher  
 b+K – Axe Kick  
 ub+K – Backflip Kick  
 UB, K – Evasive Dash Knee  
 u+K – Sky Kick  
 uf+K – Front Flip Kick  
 U, K\_UF, K – Jumpkick  
 P+K – High Chop



1) <To opponent's back>  
 f, db, d, df, b+H – Sleeper Hold  
 2) HCF+H – Giant Neck Swing  
 <To opponent's crouching back>  
 df+H – Elbow To Head

### Reversals

QCB+H (MK) – Perfect Plex

f+P+K – Double Palm  
 H+K – Big Roundhouse  
 d+H+K – Low Snap Kick  
 (WL) P – Hopping Open Palm  
 (WL) K – Hopping Dash Knee  
 (BK) P, P, P – Chest Chop String  
 (BK) P, P, b+P, K – Back Kick String  
 (BK) P, P, K – Dash Knee String  
 (BK) P, K – Headache String  
 (BK) d+P – Spinning Mid Chop  
 (BK) db+P – Spinning Low Chop  
 (BK) K – Turning Back Kick  
 (BK) d+K – Spinning Mid Kick  
 (BK) db+K – Spinning Low Kick  
 <When opponent grounded>  
 df+K – Standing Stomp  
 <When opponent grounded>  
 u+P – Jumping Knee

## SECRETS

### Extra costumes

Every time you finish the game, you get another costume for that character – all of the women have fourteen and most of the men have around seven. To get the last five – and to get Raidou's and Ayane's as well – you must have the game set to default settings.

### Instant replay

After winning a round, hold Circle and X before the replay starts. Now hold the Triangle button to rewind and then release Triangle to replay.

### Select winning pose

Hold H+P, P+K, or H+P+K after you win. A fourth winning pose can be seen simply by winning a round without being hit.

### Control camera

During your win pose, use Up, Down, Left and Right to move the camera. Use L1 and R1 to zoom in and out. Unfortunately, you can't zoom in very far!

### Danger mode

Hold down H+P+K before the match starts to make the whole level a Danger Zone area.

### Make Raidou selectable

To play as Raidou, complete the game with every character with the default settings.

### Make Ayane selectable

To play as Ayane get every costume for every other character. Needless to say, it will take you some time to achieve this.

### Fight Ayane

To fight against Ayane, get to the last match in under six minutes.

Extra configs are unlocked by time release or other techniques. Here is how to get them all up:

### Fighting order

Technique 1 – Beat the game once  
 Technique 2 – The game timer reaches 3:00'00

### Safety Zone size

Technique 1 – Beat Time Attack on normal in under 5'00  
 Technique 2 – The game timer reaches 6:00'00

### Danger damage

Technique 1 – Beat game with all nine of the characters using the default settings

Technique 2 – Beat ten characters in Survival Mode  
 Technique 3 – The game timer reaches 9:00'00

### Danger bounce

Technique 1 – Complete a Kumite with an 80% Win Rate  
 Technique 2 – The game timer reaches 12:00'00

### System voice

Technique 1 (Kasumi) – Play as Kasumi 100 times  
 Technique 2 (Kasumi) – Ten of Kasumi's outfits selectable  
 Technique 3 (Kasumi) – The game timer reaches 15:00'00  
 Technique 1 (Ayane) – Have Ayane selectable  
 Technique 2 (Ayane) – The game timer reaches 9:00'00

### Extra voice

Enter Training Mode, then turn the Command Mode option on. Next complete all of the moves for a character to unlock that character's extra voice option.

### CG gallery

Get all of the costumes for everyone, including Ayane.



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# Mini Tips

Sponsored by:  
Blaze, makers of the  
Xplorer cheat cartridge

For those players who need that little extra help in their gaming pursuits, we have the answer – practice makes perfect. Or on the other hand, you could cheat. Whatever you prefer. We suggest you cheat – it's much easier!

## KEY

Square — ■  
Triangle — ▲  
Cross — ✕  
Circle — ●  
Up — ↑  
Down — ↓  
Left — ←  
Right — →  
Shoulders —  
R1, R2, L1, L2

## BLAZE OF ATROPY

Senders of the best cheat of the month will receive a bundle of Blaze peripherals, including an Xplorer cheat cartridge, Scorpion light gun, 2MB memory card, chrome controller, Pro arcade joystick and a PlayStation jolt pack.

Every other tip or cheat published will receive a pad, memory card and jolt pack. So, get sending now!

## Oddworld: Abe's Oddysee

For a handy level skip go to the options screen and enter the following code:  
Hold down R1 and press ↑, →, ←, ■, ●, ▲, ■, →, ←, ↑, →

To see all FMV again, go to the options screen and enter the following code:  
Hold down R1 and press ↑, →, ←, ■, ●, ▲, ■, →, ←, ↑, →

## Grand Theft Auto

**General Cheats:**  
At the name entry screen, enter:  
BSTARD for all weapons, all ammo, and a level select. CHUFF removes all the police

## F1 '97

Enter these codes at the edit driver screen – the first word goes where the driver's first name is and the second word goes where their surname is:

**Last Track, Max Points:**

Jean Alesi

**Four Hidden Tracks:**

Billy Bonus

**Hover Car:**

Pie Man

**Big Wheels:**

Little Weelz

**Texture Maps Off:**

Virtually Virtual

**Change Music:**

Swap Shop

**Murray and Martin Puppets:**

Box Chatter

**Helicopter View:**

Zoom Lens

**Rain Frogs: (must be set to rain in game mode)**

Cats Dogs

## Colony Wars

Here are a few cool passwords for this great space shooter:

**Level Select:**

Commander\*Jeffer

**Invincibility:**

Hestas\*Retort

**Infinite Missiles:**

Memo\*X33RTY

**Infinite Laser:**

Tranquilleux

## Moto Racer

All codes must be entered on the first Moto Racer screen.

**Pocket Mode:**

↑, ↓, R2, L2, ↓, ↑, L1, ✕

**Normal Tracks in Reverse Mode:**

←, →, ←, →, ■, ●, R1, L1, ▲, ✕

**Access All Tracks:**

↑, ↑, ←, →, ↓, ↓, ■, R2, ▲, ✕

**All Tracks in Reverse:**

↓, ↓, →, ←, ↑, ↑, ●, L2, ▲, ✕

**Race at Night:**

↑, ●, L1, ↓, ▲, L2, ■, ←, R1, ✕

**Slow Computer Bikes:**

↓, ↓, ↓, ●, L1, ■, L2, ↓, ↓, ✕

**Super Boost:**

↑, ↑, ↑, ▲, R1, ▲, R2, ↑, ↑, ✕

**Victory Movie:**

■, ▲, ●, ▲, ■, ▲, L1, ↑, R2, ✕

**Credits Movie:**

●, ▲, ■, ●, ▲, ■, ↑, →, ←, ✕

## Street Fighter Collection

On *Street Fighter Alpha/Zero 2*, press Start on the following characters for an alternate version: Ryu, Ken, Zangief, Dhalsim, Sagat and Bison/Vega, which incidentally gives him back his normal Psycho Crusher. This gives you their original version, complete with no Super bars!

If you press start twice on Ryu, you get Evil Ryu. Start once on Chun Li gives you her in her old clothes but with all her new moves, whereas pressing Start twice on her gives you the original, without her Fireball.

For the best character in the game, Super Akuma, move your cursor to normal Akuma, and press Start five times.

To get Cammy, finish the game with M. Bison – getting the top score – and put your name in as CAM. Now just save your game, turn off your PlayStation, turn on, load your data, and go into Versus mode. Now move to M. Bison and press Start twice. Cammy is now yours!

## Command and Conquer: Red Alert

**Level Codes:**

**Soviets** —

Mission 2: 17DCOSMN6

3: 9BX42SON6

4: DV7REQEYU

5: PJ1OD0GZF

6: LZ9A6PQTF

7: PJJX0E0NF

8: T3BBP207W

9: XNB40MPRJ

10: 59E6FGD5P

11: 17VQRL7ZH

12: 3UM4JGI0S

13: 59EEWHYQT

14: 081WKSCKW

**Allies**

Mission 2: CEA9HV54X

3: HSHWGN76Z

4: RMKIWM2VE

5: FE7HSPG42

6: 5R5D1GVVZ

7: 9G1860S39

8: HXX8B0SV7

9: 9BXMD4C1B

10: IJ9EFLFP

11: LZRNMGMLP

12: 17VLGV3V

13: I0D0BDIM3

14: VOX0IJARY

15: XN3PYVA7Y

## Tomb Raider II

**All Weapons and Ammo:**

During the game find a nice safe area and hold down the R2 button, now sidestep left, right then left, then step backwards and forwards. Now release R2 and then spin around on the spot, three times, in any direction until you are facing the way you started. Now jump backwards and roll in mid-air. This will give you all of the guns, 5000 bullets for all of the guns and 50 of each medi-pack.

**Level Skip:**

Follow the steps listed above until you are required to jump backwards, instead of



jumping back, jump forward and roll in mid air. This will immediately skip you to the next level.

#### Exploding Lara:

If you've ever fancied blowing Lara to pieces, then this is the cheat for you. Hold the R2 button and sidestep to the left, then right, then left, now step forwards then backwards, release the walk button and turn around three times on the spot in any direction, jump forward and roll in mid-air. Before Lara has time to land she will explode into little bits.

### Resident Evil: Director's Cut

#### Double Ammo:

At the main menu screen, move the cursor to Advanced, and hold right on the D-pad. The word will turn green and during the game any ammo you pick up will be doubled. If you do the same thing on the *Resident Evil 2* demo you will be able to choose from normal and rookie modes.

### Micro Machines V3

During play press pause and enter these codes:

#### Change Cars Into Objects:

↓, ↓, ↑, ↑, ⇨, ⇨, ⇨, ⇨

(To change the object just re-enter the cheat until you get the one you want.)

#### Low Camera:

⇨, ⇨, ■, ●, ⇨, ⇨, ■, ●

The following codes can be entered at any time during the game. To cancel them just re-enter the code.

#### Big Bounce:

■, ⇨, ⇨, ↓, ↑, ↓, ⇨, ↓, ↓

#### To Access Debug Mode:

■, ↑, ↓, ↓, ■, ●, ●, ▲, ●

In Debug Mode:

#### Quit Race:

SELECT + ✕

#### Move Camera:

SELECT + DIRECTIONS

#### Look at a Different Car:

SELECT + L1 + R1

#### Move Camera In/Out:

SELECT + L2 + R2

#### Turn Player's Car into Drone:

SELECT + ■

#### Blow Up All Cars:

✕ + ▲ + ● + ■

#### Tanks On All Tracks:

Enter the following code as a character name to get tanks in all races:

TANKS4ME

### Wipeout 2097

#### Silly Ships:

Hold down R2 + L1 + SELECT + START when the Sony logo appears. Release the

buttons when the piracy warning comes up on the screen.

The following cheats can be entered anywhere in the game by holding down L1 + R1 + SELECT, plus the following codes:

#### Infinite Time

▷, ■, ●, ✕, ▷, ■, ●, ✕

#### Minigun:

■, ●, ✕, ■, ●, ✕, ▲

#### Infinite Shield:

▲, ✕, ■, ●, ▲, ✕, ■, ●

The following cheats must be entered in the menu screen:

#### Phantom Class:

▲, ▲, ▲, ●, ●, ●

#### All Tracks:

■, ●, ▲, ●, ■

#### Piranha Ship:

✕, ✕, ✕, ✕, ●, ▲, ■

### Moto Racer

All codes must be entered on the first *Moto Racer* screen:

#### Pocket Mode:

↑, ↓, R2, L2, ↓, ↑, L1, ✕

#### Normal Tracks in Reverse Mode:

⇨, ⇨, ⇨, ⇨, ■, ●, R1, L1, ▲, ✕

#### Access all Tracks:

↑, ↑, ⇨, ⇨, ↓, ↓, ■, R2, ▲, ✕

#### All Tracks in Reverse:

↓, ↓, ⇨, ⇨, ↑, ↑, ●, L2, ▲, ✕

#### Race at Night:

↑, ●, L1, ↓, ▲, L2, n, g, R1, 6

#### Slow Computer Bikes:

e, e, e, l, L1, n, L2, ↓, ↓, ✕

#### Super Boost:

↑, ↑, ↑, ▲, R1, ▲, R2, ↑, ↑, ✕

#### Victory Movie:

■, ▲, ●, ▲, ■, ▲, L1, ↑, R2, ✕

#### Credits Movie:

●, ▲, ■, ●, ▲, ■, ↑, ⇨, ⇨, ✕

### Resident Evil: Director's Cut

#### Double Ammo

At the main menu screen, move the cursor to Advanced, and hold right on the D-pad. The word will turn green and during the game any ammo you pick up will be doubled.

If you do the same thing on the *Resident Evil 2* demo you will be able to choose from normal and rookie modes.

### Pandemonium 2

#### Extra Lives

To gain 31 extra lives, enter IMMORTAL as the password

### Fighting Force

To access the cheat menu, press and hold

⇨, ■, L1, R2

at the main menu screen.

The cheats include stage select and invincibility.

## MINI TIPS

### Rage Racer

#### Reversed Tracks:

Select Race Start and press and hold:

L1 + R1 + SELECT + START

### Worms

#### Special Weapons:

Go to the Weapons Screen.

Press the ■ and ✕ buttons simultaneously, eight times.

Some of the standard weapons should have been replaced with Banana Bombs, Sheep Bombs and a minigun.

Fire's new Xplorer cartridge is a cheat cartridge



that allows you to enter the following codes to beat or change the titles listed below. Most of these codes work with Datel's Action Replay unless otherwise stated. A 24-hour helpline is available to gamers, with calls charged at the standard national rate: 01302 325860

### Deathtrap Dungeon

#### All Spells

b65e575c 595a

8662c458 504f

#### Infinite Health Potions

3662c484 594f

#### Infinite Antidotes

3662c488 594f

#### Infinite Strength Potions

3662c48c 594f

#### Infinite Speed Potions

3662c490 594f

#### Indestructible Red Sword

3662c318 594f

### Final Fantasy VII

#### Stop Bomb Countdown

865d288c 5bb2

#### Unlimited Gil

865d2882 595f

#### Save Anywhere

865d28c5 595a

#### Stop Clock

865d2888 595a

865d2886 595a

#### Potion Super Code

865d1d02 1b59

865d1d08 1b5c

865d1d0c 1b56

865d1d10 1b58

865d1e92 1ba1

865d1d0e 1b57

#### CLOUD

#### Ultimate Weapon

865d1978 595f

#### All Summon Materia (Master)

865d199c 50b4

865d199a 504f

#### All Command Materia (Master)

865d19a0 508a

865d199e 504f

#### All Magic Materia (Master)

865d19a4 50a1

865d19a2 504f

#### Max MP

865d198a 785f

#### Max HP

865d1986 785f

### Gran Turismo

#### Unlimited Money

865d0fca d04f

#### B, License

b65a5756 595a

165d361c 5c5b

#### A, License

b65a5756 595a

165d3624 5c5b

#### A, International License

b65a5756 595a

165d362c 5c5b

#### Unlock All Goodies

8660b3e0 5b5c

b65b5756 5c5b

8660b3de 595a

b65e5756 595a

8660b3f0 5c5b

#### Master Code

f659fb3a 5a5a (Make Sure You enter this code otherwise it could cause the game to crash)



# Q and A Tips

## KEY

**Square** - ■  
**Triangle** - ▲  
**Cross** - ✕  
**Circle** - ●  
**Up** - ↑  
**Down** - ↓  
**Left** - ←  
**Right** - →  
**Shoulders** -  
**R1, R2, L1, L2**

## CAN'T CRACK IT?

To contact the team, put your gaming woes on a piece of paper and send them to the address below – and who knows, we might be able to sort you out!

Q and Tips,  
 TOTAL PLAYSTATION,  
 Rapide Publishing,  
 1 Roman Court,  
 48 New North Road,  
 Exeter,  
 EX4 4EP



**TOTAL PLAYSTATION's gaming skills are once again ready to be put to the test by any troubles that you may face. If you've got a problem and no one else can help – if you can find them – maybe you could write to the TP Team!**

## Still Broken

I am a 43-year-old professional who has just discovered the joys and frustrations of the PlayStation, and I am begging for your help on two games!

Both I and my partner have spent hours and hours trying to complete the Irish level of *Broken Sword* – what are we doing wrong?

One other quick question regarding *Tomb Raider*; I have tried the cheats for all weapons and health and can't get them to work. By the way, I want the cheat code for all weapons, 'cos I am useless at all the shooting stuff but love working out all the puzzles.

Elizabeth Bennett, Nottingham

**Follow these instructions to the letter and George will be jetting away from Ireland in a matter of minutes:**

Talk to Maguire about Peagram and the dig. Then go to MacDevitts. Talk to Ron the Poacher then say goodbye. Wail until Ron leaves a snare on the table, then take it when he sneezes – you have to be quick.

Speak to Sean Fitzgerald, asking him about the dig. Ask Doyle about Peagram, the dig, and Fitzgerald, and then if he wants a beer. Purchase a pint for him, then ask him again about Fitzgerald.

While Doyle is drinking, take the towel from under his elbow. Return to Fitzgerald and question him about the dig (again).

Leave the pub. Whilst outside ask Maguire about Fitzgerald (again). Go back inside and ask Fitzgerald about the dig, Peagram, the gem, and about the package. When Fitzgerald has left and Maguire has burst in, go back outside.

Turn off the beer pumps by throwing the exposed switch beside the pub door. Go back into the bar and ask Mick Leary for a drink – remember, you will need to finish off anything left in your glass if you ordered one earlier. Show him the ID card, then use the snare on the glass-washer's plug.

Pop down to the cellar and undo the bolt holding the trapdoor. Go back to the street and stand upon the trapdoor. Return

to the cellar and collect the gem. Turn on the tap and use the water to wet the towel. Leave the pub and take the path to the castle gate.

Tell the farmer about Fitzgerald's abduction and climb the haystack. Insert your tool into the wall, then click on the gap at top to climb over. Move toward the goat, staying to the right of the trough. The goat will kick you, knocking you over. Click on the plowshare on the far left. When the goat is trapped, go to the ladder and enter the excavation, then pick up some plaster from the sack. Proceed to move the stone idol so it falls on the sand, then raise it to expose the holes. Now you can use the plaster on the holes in the sand. Use the wet towel on the plaster in the sand. Pick up the plaster model you have just made, using it on the holes in the wall.

**As for Tomb Raiding problems, try the following:**

**Enter this code on the inventory screen and then go back to the game before checking out your new inventory:**

L1, ▲, L2, R2, R2, L2, ●, L1

## A devil of a problem

Firstly, congratulations on an interesting and informative mag.

Can you tell me if there are any cheats for the following games? If so, can I have cheats for these games? The games in question are *Tekken 2* and *Crash Bandicoot*. Thank you.

Rikki Logsdon, Sevenoaks

### Tekken 2

#### Big-Head Mode:

Acquire all the hidden characters in the game. Start again but hold down the Select button when you select your fighter. Keep it held down until the round begins. You should now see that your fighter's head has been blown up.

#### Bigger-Head Mode:

First perform the Big-Head Mode cheat. If you're playing in arcade

mode, hold down Select when you reach the continue screen. Your head and arms will now be bigger than ever before. If playing in Vs Mode, go back to the character select screen and hold Select again while choosing a fighter for the same effect.

#### First-Person Perspective:

First of all you must obtain all the hidden characters in the game. Go to the character select screen. Hold down the L1 and R2 buttons and select your character in the normal manner. Now your fighter will appear as a wire-frame model. When the fight starts, the view will change to a first-person perspective.

#### Purple Kazuya:

All the secret characters must be accumulated first. Start a new game and highlight Kazuya. Now hold down Start while selecting him. He should now fight in his third, purple costume.

#### Thought Bubbles:

Play in practice mode. Leave your character alone for a while. You'll now see a thought bubble appear above his or her head!







**Sky Mode:**

If, having obtained all of the secret characters, you press '←' and Select when choosing a character, you will enable Sky Mode. You must hold down this button combination until the fight actually starts, at which point you will hear a punch sound to confirm that the cheat has been activated. Basically it allows you to fight a



la *Mortal Kombat*, with certain uppercut-type moves resulting in your

opponent flying high up into the sky. For some strange reason it seems to work with sweeps as well. This particular cheat also enables Big Head mode.

**Obtaining Kazuya Mishima:**

Acquire all the sub-bosses by completing the game using the ten original fighters. Play through using a sub-boss. Once completed, Kazuya will be added.

**Fight Roger Or Alex:**

Once you've got the Devil and Angel, start a new game with any character and when you reach the third fight, defeat your opponent on the last round with only a particle of energy left. If you do it right you will hear the word "Great" and the next fight will be against Roger or Alex.

**Devil And Angel:**

Complete the game with Kazuya. Now the two above characters will be added.

**Roger And Alex:**

There's an easy way to get Roger and Alex. First ensure that all players are selectable. That includes Kazuya, Devil and Angel. Now all you have to do is go to practice mode and do one ten-hit combo with any character. Make sure that you turn off the tool bar at the bottom of the screen where you can see the buttons to press, otherwise it won't work. When it's activated, you should hear the word "great".

**Crash Bandicoot**

**Super Password:**

▲, ▲, ▲, ▲, ×, ■, ▲, ▲,  
▲, ▲, ■, ×, ▲, ●, ▲, ▲,  
▲, ●, ■, ▲, ×, ×, ×, ×

Gives access to all 32 levels, both keys and all 26 gems



# PlayStation Cheats



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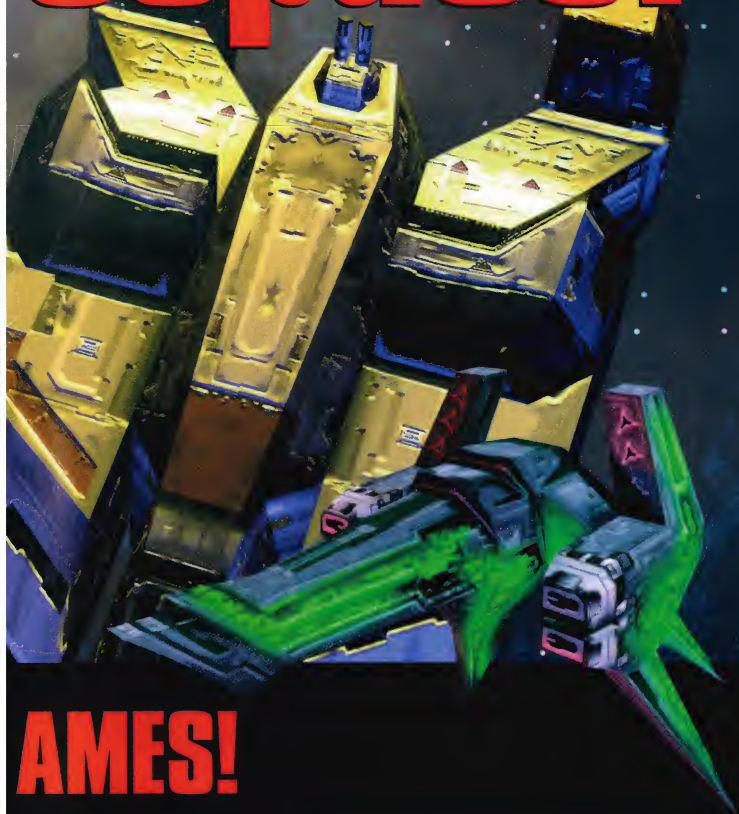
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# Write-On

Sponsored by:



Welcome to Write-On, the letters page of TOTAL PLAYSTATION, where in-between the intelligent questions and rants, there's the opportunity to win an LMP pad if your letter is printed, or a very nifty LMP Analogue Pad and Wheel kit if you manage to write the Star Letter by making a good point or telling us something

## amusing. Rows and Fights

Dear TOTAL PLAYSTATION,

I'd like to complain about the amount of rows and fights I've had to witness in my home since buying a PlayStation for my son as a Christmas present. I have two sons aged 10 and 14, and a daughter aged 8. I thought buying a PlayStation would keep the kids quiet and occupied and I'd be able to relish the peace and tranquillity... but I thought wrong didn't I?

I tried to resolve the daily, or should I say hourly, scraps by buying or renting every two player game I could get my hands on, only to find it made the situation much worse. This brings me to my main gripe: how come there are hardly any decent co-operative two player games around apart from *Fighting Force* and *Area 51*? All I have come across so far are two player head to head games or games where you take turns. Could you suggest any good two player co-operative games in the mould of the old Mega Drive classic, *Streets of Rage*, because perhaps then I may be able to have a go myself!

Ms L. Clarkoom, West Yorks

We suggest that you check out most of the football games on the PlayStation, especially *World Cup '98*, as most allow multiple players on the same team, as do most ice hockey sims, handy for the odd fights on the ice. *Bombberman World* is perfect for four player action utilising the Multi-tap peripheral. *Doom* is also a co-operative game, but it's a link-up so you'll need two PlayStation's set-up, including televisions and a link lead. Other than that, we suggest you check out most recent sports sims like *Total NBA '98*. We'll keep you posted on any further games of this ilk with the relevant mentions in our reviews.



## Couple of Questions

1. Is *Winter Olympics '98* any good?

2. Is there going to be a *Broken Sword 3*, as 1 and 2 were both great games? If so, when will it be out?

3. Is there a *Resident Evil* pad, as I heard there was and if so, how much does it cost and do you think it's worth buying as I have both *Resident Evil* games?

4. Is *Grand Theft Auto* worth getting or should I wait for a sequel or for it to go *Platinum*?

Steve Thompson, Leeds

1. No, it's not good at all.

2. A *Broken Sword 3* has yet to be confirmed by the developers, Revolution, but we're eager to see one. Watch this space, as a parking attendant once said...

3. The *Resident Evil* pad is available now at £24.99 and in our opinion it's a bit of a novelty rather than a practical pad,



having an odd trigger attachment. Try before you buy we reckon.

4. A sequel and *Platinum* release is unconfirmed, so it's best to buy the original we think.





# STAR LETTER

Write a top letter and win yourself a lovely Gamester Analogue Wheel & Pedals kit.



## Intelligence to read

Dear TOTAL PLAYSTATION,

I am writing to you in the hope that games developers occasionally have the intelligence to read you magazine and take into account the advice given by your good selves and the games playing public.

The main gripe I have is of the lack of link-up games available. Surely this is the way forward – just look at the success of PC network and Internet games. Having a full screen to play on is so much better than split screen gaming. The N64 has to split the screen

four ways, making most games annoying to play (apart from the excellent *Goldeneye*). The only game I can recall having used the link-up mode successfully is *Total Drivin'*, although *Wipeout 2097* and *Formula 1* were well done.

With so many PlayStation occupying homes around the country, you would think link-up games would be in abundance. Most households have around two or three TVs and a link cable costs a mere £10. So if there are any game developers out there, please take note – more link-up games please.

Barry Lofthouse, Bolton

We have to agree with you that it's a shame that more link-up games aren't available, although the small percentage of gamers with a viable set up may not always want to pay out for two copies of the same games or two PlayStations. There have been rumours of link-up games being discouraged by "higher sources", and you can chart the drop in link-up games from the PlayStation's UK launch in 1995. Incidentally, the Platinum release *Ridge Racer Revolution* is a good link-up game, as is *Command and Conquer: Red Alert*.



## Feel the need

First of all thanks for the great magazine – definitely the best on Gran Canaria anyway. I feel the need to get a few things off my chest:

Firstly, I wish people would stop moaning about how many crap games you can buy for the PlayStation. There are a lot of good ones that most of us could not afford to buy anyway. If you can't tell what is good or bad, there are things such as magazine reviews (woah! - Richard) and rental shops so you can suss out the bad from the good. Surely that's not difficult to do is it?

From a reader on Gran Canaria

## Expensively priced

I am a great fan of your mag and have a PlayStation and 17 games. Can you please answer my questions?

1. I have noticed that the Action Replay cartridge is sold at the rather

exorbitant price of £43.99 – why is it so expensive?

2. I was told that there will be a follow up to *Victory Boxing '98* – is this true?

3. My brother was thinking of buying *World Cup '98* – would you recommend it?

4. Is there going to be a new rugby game for the PlayStation?

David Townsend, Wales

1. The bits and pieces inside the cartridge aren't that cheap, although Fire's Xplorer cartridge sells for £29.99 and uses most cheat codes from every cheat card as well as its own.

2. Err, there is a *Victory Boxing* game coming out within the next couple of months from JVC which supports the Dual Shock analogue pad. That's probably the one you're after.

3. Yes, we would – our TP final score clocked in at an impressive 92%

4. Yes, indeed. Codemasters are due to publish their Jonah Lomu-endorsed rugby game very soon indeed.

I have played the demo and admit it looks ten times better than the original but the controls are basically the same – which I find fiddly. This is putting me off purchasing it. I need other reasons to buy it – what can you say that can help me make up my mind?

The other thing is *Final Fantasy Tactics* – what the hell is it? I've heard that it's basically *Final Fantasy VII* with a few knobs on. Anyway, that's enough of me now. Keep up the excellent work!

P. Russen

Cheers for the compliments. In regard to *Resident Evil 2*, if you find the controls of the original fiddly, you'll probably find them just the same although auto aiming can make play easier. It's just a case of getting used to the control method. Other than that, the quest is much larger, the graphics are greatly improved, and it's a lot scarier and more manic than the first instalment. *Final Fantasy Tactics* is actually quite different to the famous *Final Fantasy VII*, being a wargame isometric affair. It's very good too, and should be released in the UK later in the year.

## Pro power

Dear TOTAL PLAYSTATION,

I think your mag is the best! I have been a fan of PlayStation Pro and PlayStation Power, but then I decided to change to the Official PlayStation mag, which disappointed me. I tried your mag, which had a lot more interesting reviews and didn't rabbit on about the same thing.

Anyway, the point that I want to put across is that I have recently bought a new copy of *Grand Theft Auto*, which at my local Electronics Boutique was a



## Making my pockets burn

Dear TOTAL PLAYSTATION,

I have bought your magazine every month and I am very satisfied with it. Keep the brilliance rolling on.

My first query is about *Resident Evil 2*. Your offer in Volume 3 Issue 5 is making my pockets burn. The game received an excellent review, as did the original. I was not a fan of the first game, however.







staggering £44.99, although a smaller independent shop sold it for £29.99!

It is the same with a lot of the newer games like *Gran Turismo* in your past issue; giving a huge £11 off the game. The point is, why do retailers charge ridiculously high prices for their games while small shops and mail order companies are much cheaper?

Mark Day, Manchester

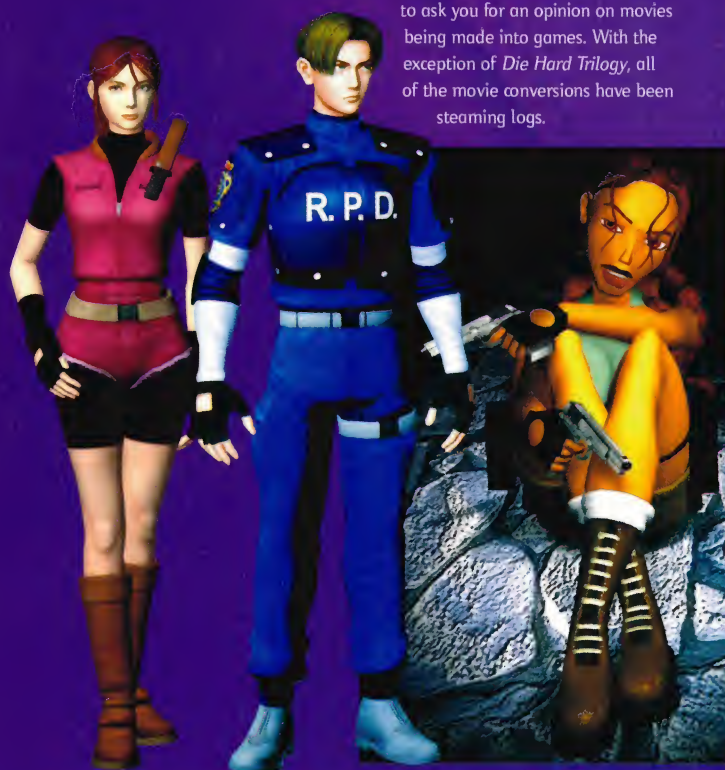
Blimey – game prices again eh? The copy of *GTA* you got sounds like it was secondhand, or maybe reduced as some smaller retailers don't always make it clear. Mail order shops can sell most things cheaper because most don't actually have many shop outlets to pay for. Retail giants like EB also demand bigger cuts from software sales, apart from at Christmas when they decide to slash prices all over the shop.

## Movies, games & videos

Dear TP

I'd like to start by congratulating you on a wonderful magazine. It is by far the most truthful and informative on the market, and also the only one which rewards the people who take the time to write in.

My main reason for writing to you is to ask you for an opinion on movies being made into games. With the exception of *Die Hard Trilogy*, all of the movie conversions have been steaming logs.



## BAROMETER OF COOL

Right, we want your opinions, and if you follow our barometer, you'll have a much better chance of getting your letter printed and winning a prize. Hot topics include your faves from the recent Electronics Entertainment Expo and Sega's new wonder machine.

Great

Nice

Stuck

Bad

Ugly

Spice World – What do you reckon: originality, salvation or cash-in?

What are you most looking forward to after the E3 show?

What's Sony going to do about the new Sega Dreamcast?

Why are there so many duff games around?

Geri Haliwell. She's gone, forget about her.

Apart from the fact that they have crap graphics, no playability and the life span of a fart, they are ALL the same. They basically just change the name and the character and then release it to coincide with the movie. It wouldn't be so bad, but they often charge the same, or more, than a very good game. Can't Sony do anything to restrict the amount of these games being released?

Secondly, I am a fan of racing sims, and would like to know, after buying *Gran Turismo*, would it be worthwhile buying other racing games in the future which may not be as good? Lastly, do you have any cheats for *World Cup '98*?

M. Ciaran, N. Ireland

Are you talking about movie conversions in general, or just PlayStation titles? *Goldeneye* on the N64 was a tremendous piece of software and arguably the game of the year in '97. On our very own 'Station we have the quite excellent *Men in*

*Black...* and... errr... You are quite right, most conversions are not of the greatest quality, but I'm sure they'll improve as time goes on.

Your second point is far easier to answer. Of course there will be a better racing game than *GT...* eventually. Technology is progressing every hour, as it has done for years. In the eighties people were saying "Will racing games get any better than *Outrun*?" I don't really have to answer that do I? Think along the lines of *GT2*.

## Good old U.F.M.

Dear TP

Firstly, I'd like to congratulate you on an excellent mag. I particularly love the free posters and cheats. Your reviews, in my view, are definitely the most trustworthy,

which leads to my first question. I have fifty quid and I want to know which game I will get the best value from: *Tomb Raider II* or *Resident Evil 2*, or would I be better waiting and getting the originals of both on *Platinum*? I've recently been told by a mate that you can record from the PlayStation by connecting your scart cable to the video – is this true? Is there a new *Formula 1* game on the way? After buying *F1'97*, I was disappointed to find missing drivers and drivers in the wrong teams. Will this be rectified and will people who bought *F1'97* be compensated?

K. Monaghan, Belfast

My advice to you would be to buy both of the original games on the *Platinum* label and save up for the sequels whilst you are playing them. By the time you have attained the money to purchase *TRII* and *Res 2*, you'll still not have finished with their predecessors and, oh what a jolly old time you'll have in the process. Your second point compels me to ask, not whether you can, but why you would want to record from a PlayStation? I believe your mate is correct, but I'm dumbfounded as to what purpose it could serve... Rumours have proclaimed the new *F1* game to be ready around the time of Nov/Dec. Expect another original title and the usual updated stats and refinements.



For more details on LMP products you can write to them at:  
Stonemasons House, 75 Railway Street, Hertford, Herts SG14 1RP

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**TOTAL  
PlayStation**

# A to Z Directory of PlayStation Games



Seen a second-hand game going cheap somewhere? Want to know if it's any good? This is your buyers' bible. Every game reviewed in TOTAL PLAYSTATION since issue one is here, complete with its original review score. If you're in any doubt just consult the A-Z and the truth will be revealed...





# TOTAL PlayStation continues its struggle to bring you an up to date and fully comprehensive guide to every PlayStation release so far...

## WHAT DOES IT ALL MEAN?

And your starter for 100!

A brief run down on the truth behind TOTAL PLAYSTATION review scores:

95-100	Beyond Compare
90-95	Essential
80-90	Excellent
70-80	Good Show
60-70	Above Average
50-60	Bit Iffy
40-50	Poor
30-40	Avoid
0-30	Run Away, Now



Title	Publisher	Genre	Plys	Comment	Score
Ace Combat 2	Sony	Flight Sim	1	An enjoyable arcade flight sim	78
Actua Golf	Gremlin	Sports	1-4	One of the PSX's premier golfing sims	80
Actua Golf 2	Gremlin	Sports	1-4	Excellent, with totally daft commentary!	90
Actua Ice Hockey	Gremlin	Ice hockey Sim	1-4	Desperately average, despite the Olympic license	71
Actua Soccer	Gremlin	Footie Sim	1-4	Once king of footie sims, still a fine kick about.	82
Actua Soccer Club Edition	Gremlin	Footie Sim	1-4	Up to date teams and players but little else	68
Actua Soccer 2	Gremlin	Footie Sim	1-4	Return to form for Actua - football at its best	91
Adidas Power Soccer	Psygnosis	Footie Sim	1-4	Footie with added special moves, oh dear!	60
Adidas Power Soccer '97	Psygnosis	Footie Sim	1-4	Same game, new teams. Pretty poor	49
Adidas Power Soccer '98	Psygnosis	Footie Sim	1-4	A reasonable footie romp	81
Agent Armstrong	Virgin	Shoot-'em-up	1	Interesting platform shooter - mindless fun	80
Air Combat	Namco	Flight Sim	1-2	Dull conversion of boring arcade flight sim	57
Air Race	T-HQ	Racer	1-2	Dreadful racer with aircraft and little else!	62
Alien Trilogy	Acclaim	Shoot-'em-up	1	Super first-person shooter. An engrossing dassic	53
Alone In The Dark	Infogrames	Adventure	1	Ancient PC 3D adventure	66
Alundra	Psygnosis	RPG	1	Old style RPG that rarely puts a foot wrong	85
Area 51	GT Interactive	Shoot-'em-up	1-2	Light gun blasting coin-op. Linear gameplay	69
Ark of Time	Take 2 Interactive	Adventure	1	Perhaps the worst game you'll see on the PlayStation	25
Armoured Core	Sony	Shoot 'em up	1-2	Slightly vacant 3D media romp which is too short	65
Assault Rigs	Psygnosis	Shoot-'em-up	1-2	Battle Tank spin off, mirroring Tran	68
Aquanaut's Holiday	Sony	Under The Sea	1	Breaking new ground in sub-aquatic adventure	54
Auto Destruct	EA	Racer	1	Enjoyable racer with an added bonus - combat	80
BallBlazer Championship	Virgin	Future Sport	1-2	Update of the classic C64 future sports sim	68
Battle Arena Toshinden	Sony	Beat-'em-up	1-2	Graphically pleasing but shallow 3D beat-'em-up	58
Battle Arena Toshinden 2	Sony	Beat-'em-up	1-2	Follow-up fails to sort out its original flaws.	47
Battle Arena Toshinden 3	Sony	Beat-'em-up	1-2	Improvement over predecessors, but not that great	53
Battle Stations	EA	Strategy	1-2	Fighting game using warships. Hmm	56
BLAM! Machine Head	Core	Shoot-'em-up	1	Interesting 3D shooting, bizarre visuals - not bad	72
Blast Chamber	Activision	Future Sport	1-4	Multiplayer mix of platforms and puzzles.	78
Blast Radius	Psygnosis	Shoot-'em-up	1	A visual treat without the gameplay to match	77
Blazing Dragons	BMG	Adventure	1	Lacking in the polish and wit of its rivals	64
Bloody Roar	Virgin	Beat-'em-up	1-2	Enjoyable beat-'em-up from Hudson	83
Bomberman World	Sony	Arcade Action	1-4	Long lasting Bombeman action	90
BRAHMA Force	JVC	Shoot-'em-up	1	Imagine Doom meets Jumping Flash	80
Broken Sword	Sony	Adventure	1	Engrossing point and click affair	73
Bobble Bubble	Acclaim	Platform	2	Teaming up of two classic platform adventures	62
Breath of Fire III	Ocean	RPG	1	An old school RPG that's still fresh	84
Bug Riders	GT Interactive	Racer	1-2	Tosh, beyond belief - avoid	37
Bushido Blade	Sony	Beat-'em-up	1-2	Square redefine the beat-'em-up	85
Bust a Move 2	Acclaim	Puzzle	2	Addictive and deceptively simple puzzler	89
Bust -A- Move 3	Acclaim	Puzzle	1-2	Addictive puzzler - buy it now	90
Cardinal Syn	Sony	Beat-'em-up	1-2	Bloodfest fighting action. Reasonable	80
Castlevania	Konami	Platform	1	Fans of the series will lap this up	80
Chill	Eidos	Snowboard Sim	1	Better than the original Cool Boarders	79
Circuit Breakers	Mindscape	Racing	1-4	Good fun but lacks the wow factor	86
City of the Lost Children	Psygnosis	Adventure	1	Adaptation of the cult French movie	80
Clock Tower	ASCII	Adventure	1	Leisurely paced point and click adventure	61
Colony Wars	Psygnosis	Shoot-'em-up	1	Space-based blend of strategy and blaster	91



## TOP FIVE PLATFORM GAMES



- 1 *Gex 3D*  
Review Score: 95
- 2 *Croc*  
Review Score: 90
- 3 *Abe's Oddysee*  
Review Score: 89
- 4 *Crash Bandicoot*  
Review Score: 85
- 5 *Herc's Adventures*  
Review Score: 85



## TOP FIVE RACERS



- 1 *Gran Turismo*  
Review Score: 96
- 2 *Wipeout 2097*  
Review Score: 94
- 3 *Rapid Racer*  
Review Score: 92
- 4 *Monster Trucks*  
Review Score: 92
- 5 *Ridge Racer Rev.*  
Review Score: 91



Title	Publisher	Genre	Plys	Comment	Score
Command and Conquer	Virgin	Strategy	1	PC strategy romp, relocated to the PlayStation	89
Contra: Legacy Of War	Konami	Shoot-'em-up	1-2	Top down shoot-'em-up, with nostalgic charm	57
Cool Boarders	Sony	Snowboard Sim	1	Limited snowboard racer	73
Cool Boarders 2	Sony	Snowboard Sim	1-2	The best game version of the sport currently available	92
Crash Bandicoot	Sony	Platform	1	Platformer mixing 3D and 2D scrolling action	85
Crash 2	Sony	Platform	1	Yes, it's the further adventures of <i>Crash</i>	78
Critical Depth	GT	Shoot-'em-up	2	<i>Twisted Metal</i> underwater	68
Criticom	Virgin	Beat-'em-up	1-2	Weapons-based 3D combat romp	65
Crow 2: City of Angels	Acclaim	Adventure	1	Great looking but shallow fighting game	50
Crypt Killer	Konami	Shoot-'em-up	1-2	Crap light gun game. Arse of the highest order	10
Cyber Sled	Namco	Shoot-'em-up	1-2	3D tank game. Awful two player mode	38
Croc	EA	Platform	1	Excellent 3D platform adventure	90
D	Acclaim	Adventure	1	Interactive movie, with no interaction – oops!	32
Dark Forces	Virgin	Shoot-'em-up	1	Waste of the Star Wars license	71
Dark Omen	EA	Strategy	1	A great wargame for serious strategists	92
Darklight Conflict	EA	Shoot-'em-up	1	Elite-inspired spacey shoot-'em-up	71
Dead Ball Zone	GT Interactive	Future Sport	1-2	Sport and violence in perfect harmony	92
Dead Or Alive	Sony	Beat-'em-up	1-2	A big bouncing beat-'em-up	84
Deathtrap Dungeon	Eidos	3D Adventure	1	Imaginative <i>Tomb Raider</i> style hack-'em-up	90
Descent	Interplay	Shoot-'em-up	1-2	3D shooter with full freedom of movement	76
Descent 2	Interplay	Shoot-'em-up	1-2	More of the same, but that's all	52
Destruction Derby	Psygnosis	Racer	1-2	Original but poorly realised wrecking racer	68
Destruction Derby 2	Psygnosis	Racer	1	Enhanced sequel with finely tuned gameplay	87
Devil's Deception	Sunsoft	3D Adventure	1	A bad attempt at a 3D RPG, which fails	31
Diablo	EA	Adventure RPG	1-2	A decent PC port	82
Die Hard Trilogy	EA	Racer/Shooter	1	Varied in quality but top-notch as a whole	80
Disruptor	Interplay	Shoot-'em-up	1	Highly successful <i>Doom</i> done.	82
Doom	GT Interactive	Shoot-'em-up	1-2	The original and best first-person blaster	90
ESPN Extreme Games	Sony	Sports/racer	1-2	Pseudo <i>Road Rash</i> racer – ugly!	45
Everybody's Golf	Sony	Golf Sim	1-4	Humorous and surprisingly addictive	81
Excalibur 2555AD	Telstar	Adventure	1	Tries and fails to capture <i>Tomb Raider</i> 's magic	57
Exhumed	BMG	Shoot-'em-up	1	Excellent first-person adventure	87
Fade To Black	EA	Adventure	1	3D adventure getting a little long in the tooth	76
Felony 11-79	ASC	Racer	1	Minor but enjoyable wrecking racer	83
FIFA 96	EA	Footie Sim	1-4	Dire football sim, sluggish and surprisingly poor	37
FIFA 97	EA	Footie Sim	1-4	Massive improvement over the original	52
FIFA: RTWC	EA Sports	Footie Sim	1-4	Excellent footie romp, a must-buy	91
Final Doom	GT Interactive	Shoot-'em-up	1-2	The same carnage but a lot tougher	82
Final Fantasy VII	Sony	RPG	1	PSX's premiere RPG. Candidate for best game ever	96
F1	Psygnosis	Racer	1-2	Solid reproduction of the fast-paced sport	87
F1 '97	Psygnosis	Racer	1-2	Much more than an update	88
Fighting Force	Eidos	Beat-'em-up	1-4	Update of classic scrolling beat-'em-up genre	92
Forsaken	Acclaim	Shooter	1-2	Roller coaster ride starting where <i>Doom</i> left off	85
G-Police	Psygnosis	Shoot-'em-up	1	Cyberpunk movie visuals meet arcade flight sim	92
Gex	BMG	Platform	1	Uninteresting 2D platformer – very outdated	51
Gex 3D	BMG	Platform	1	Recaptures that platform magic	95
Ghost In The Shell	Sony	Shoot-'em-up	1	Frantic and frighteningly good	83
Gran Turismo	Sony	Racing	1-2	Internationally developed sheer brilliance	96
Grand Theft Auto	BMG	Crime Sim	1	Mindless violence – worryingly addictive	90
Hercules	Sony	Platform	1	Perfectly captures spirit of its Disney inspiration	75
Herc's Adventures	Virgin	Platform	1	Not a massive success but still worth a look	85
Hexen	GT Interactive	Shoot-'em-up	1	Appalling conversion of PC <i>Doom</i> sequel	23
Hardcore 4x4	Gremlin	Racer	1-2	Enjoyable but underdeveloped off-roading racer	69
Incredible Hulk	Eidos	Platform	1	Jerky, flat and unrewarding adventure	34
ID4	EA	Flight Sim	1-2	Boring and repetitive flying sim	45
Indy 500	JVC	Racer	1	Entertaining factually based racer	80
ISS Pro	Konami	Footie Sim	1-4	The best PSX footie game ever! A classic	93
Iznogoud	LDA	Shite	1	Yep, they're right – it isn't	18
Jet Rider	Sony	Racer	1-2	An enjoyable, if a little flawed, racing romp	70



## TOP FIVE BEAT- 'EM-UPS



- 1 *Tekken 3*  
Review Score: 97
- 2 *Tekken 2*  
Review Score: 93
- 3 *StreetFighter EX+*  
Review Score: 93
- 4 *Fighting Force*  
Review Score: 92
- 5 *Tekken*  
Review Score: 90



## TOP FIVE FOOTIE SIMS



- 1 *ISS Pro*  
Review Score: 93
- 2 *World Cup '98*  
Review Score: 92
- 3 *FIFA RTWC '98*  
Review Score: 91
- 4 *Actua Soccer 2*  
Review Score: 91
- 5 *Three Lions*  
Review Score: 90



Title	Publisher	Genre	Plys	Comment	Score
Jet Rider 2	Sony	Racer	1-2	Sloppy jet ski simulation which offers little gameplay	63
Jonah Lomu Rugby	Codemasters	Rugby Sim	1-2	PSX's first (and up to now only) rugger game	66
Judge Dredd	Gremlin	Shoot-'em-up	1-2	Average light gun blaster – missed opportunity	60
Jumping Flash	Sony	Platformer	1	Fresh slant on the 3D platform genre	81
Jumping Flash 2	Sony	Platformer	1	Even better visuals and gameplay	83
Kart Duel 2	Ocean	Racer	1-2	Below average kart game with flawed gameplay	45
Kl Arena Fighters	T-HQ	Kick Boxing	1-2	Kick boxing sim. This is not a beat-'em-up	60
Killing Zone	Acclaim	Beat-'em-up	1-2	Horrible horror movie-inspired 3D beat-'em-up	19
Klonoa: Door To Phanomile	Sony	Platformer	1	Insubstantial but jolly expedition	82
Krazy Ivan	Psygnosis	Shoot-'em-up	1	Let down by shallow and somey gameplay	58
Kula World	Sony	Puzzle	1-2	Innovative but lacking in multiplayer thrills	87
Legacy of Kain	BMG	RPG	1	Vampire RPG, limited by old-fashioned graphics	79
Lethal Enforcers	Konami	Shoot-'em-up	1	Arcade translation of god-awful light gun series	32
Little Big Adventure	EA	Adventure	1	Charming transition of the PC hit	82
Loaded	Gremlin	Shoot-'em-up	1	Maze based shoot-'em-up. Lacks variety	63
Lost Vikings 2	Interplay	Platform	1-2	Mix of platformer and puzzle solving adventure	83
Lucky Luke	Ocean	Platform	1	Great visuals but lacks originality	63
Machine Hunter	Eidos	Shoot-'em-up	1-2	Instantly inspires comparisons with <i>Loaded</i>	80
Madden '97	EA	American Footie	1-4	Yawn-inducing NFL football sim	45
Madden NFL '98	EA Sports	American Footie	1-8	Further instalment of American football sim	82
Magic Carpet	EA	Shoot-'em-up	1	Carpet riding 3D adventure, frankly a little odd	71
Marvel Super Heroes	Virgin	Beat-'em-up	1-2	Classic SF2 gameplay with Marvel comics	83
MDK	Interplay	Shoot-'em-up	1	Technically stunning 3D shoot-'em-up	92
Mech Warrior 2	Activision	Shoot-'em-up	1	Robots trudging around barren backgrounds	65
Men in Black	Gremlin	Adventure		A good tie-in with much challenge	90
Micro Machines V3	Codemasters	Racer	1-8	Fast-paced, madcap, 3D multiplayer racer	91
Monster Trucks	Psygnosis	Racer	1	Successful blend of off-roading and track racing	92
Mortal Kombat Trilogy	GT Interactive	Beat-'em-up	1-2	Good value for die-hard fans	84
Myst	Sony	Adventure	1	Slow moving, but intriguing	64
Moto Racer	EA	Racer	1-2	Cycle racer, incorporating dirt and super bikes	80
Motorhead	Gremlin	Racer	1-2	A furiously fast-paced racer	88
Nagano Winter Olympics '98	Konami	Sports Sim	1-4	Disappointing Olympic tie in, especially from Konami	61
Nanotek Warrior	Virgin	Shoot-'em-up	1	Very poor shoot-'em-up, fun for five minutes	30
NBA Jam Extreme	Acclaim	Basketball Sim	1-2	3D update of the classic arcade basketball game	71
NBA Jam TE	Acclaim	Basketball Sim	1-4	Arcade basketball action perfectly transferred to PSX	67
NBA Pro '98	Konami	Basketball Sim	1-4	Playable, well-rounded B-Ball release	74
Need For Speed	EA	Racer	1-2	Average racing game, featuring top end sports cars	64
Need For Speed 2	EA	Racer	1-2	Awful sequel only faster and worse than its original	51
Need For Speed 3	EA	Racer	1-2	A fun, playable arcade racer	87
Newman-Haas Racing	Psygnosis	Racer	1-2	A perfect blend of simulation and arcade	88
NHL '98	EA Sports	Ice Hockey	1-8	Average ice hockey sim, no different to any other	69
NHL Breakaway '98	Acclaim	Ice Hockey	1-8	Uninspired 3D hockey game	69
NHL Face Off '98	Sony	Ice Hockey	1-8	A competent enough game	70
Nuclear Strike	EA	Shoot-'em-up	1	Continuation of the <i>Strike</i> legend, the ultimate <i>Strike!</i>	89
One	Asc games	Shoot-'em-up	1	Visually impressive standard platformer with guns	73
Olympic Soccer	US Gold	Footie Sim	1-2	Okay football sim	64
Overblood	EA	Shoot-'em-up	1	<i>Resident Evil</i> inspired sci-fi adventure	80
Oddworld: Abe's Oddysee	GT Interactive	Platform/Puzzler	1	Totally engrossing fusion of puzzles and platforms	89
Overboard	Psygnosis	Shoot-'em-up	1-2	Pirate-based saga played out in very comic form	88
Pandemonium	BMG	Platform	1	Lovely graphics can't mask 2D platform romp	74
Pandemonium 2	BMG	Platform	1	Lovely graphics still can't mask 2D platform romp	81
PaRappa The Rapper	Sony	Err, Rapping	1	Mixture of bizarre cartoon visuals and rap music	80
Peak Performance	JVC	Racer	1-2	What <i>Need For Speed</i> should have been	85
Perfect Weapon	EA	Beat-'em-up	1	Not wholly unsuccessful but nothing special	65
PGA Tour 97	EA	Golf Sim	1-4	Limited golf sim. Press a single button – not fun	54
Phat Air Extreme	Funsoft	Snowboard Sim	1-2	Average snowboarding romp. Err...	52
Pitfall 3D	Activision	3D Platform	1	Accomplished update	84
Player Manager	Anco	Strategy	1-2	You can't play footie. Great	49
Point Blank	Sony	Light Gun Blaster	1-2	A truly mad shooter	87



## TP'S ALL-TIME TOP TEN

- 1 Tekken 3  
Review Score: 97
- 2 Gran Turismo  
Review Score: 96
- 3 Final Fantasy VII  
Review Score: 96
- 4 Gex 3D  
Review Score: 95
- 5 Wipeout 2097  
Review Score: 94
- 6 Tomb Raider II  
Review Score: 93
- 7 Tekken 2  
Review Score: 93
- 8 Time Crisis  
Review Score: 93
- 9 G-Police  
Review Score: 93
- 10 Resident Evil 2  
Review Score: 93



## TP TEAM FIVES

### Dave

- 1 Metal Gear Solid
- 2 Bust-a Groove
- 3 Messiah
- 4 Victory Boxing 2
- 5 Spice World

### James

- 1 Parasite Eve
- 2 Tekken 3
- 3 Gran Turismo
- 4 Super Puzzle Fighter
- 5 Colin McRae Rally

### Richard

- 1 Metal Gear Solid
- 2 Colin McRae Rally
- 3 Pac Man 3D
- 4 Tomb Raider III
- 5 Tekken 3

### Lee

- 1 Premier Manager '98
- 2 Colin McRae Rally
- 3 Heart of Darkness
- 4 Spice World
- 5 Vigilante 8

### Martin

- 1 Colin McRae Rally
- 2 World Cup '98
- 3 Tekken 3
- 4 Parasite Eve
- 5 Total NBA '98

Title	Publisher	Genre	Plyrs	Comment	Score
Porsche Challenge	Sony	Racer	1-2	More tracks and this would have been a classic.	85
Powerboat	Interplay	Racing	1-2	Fast-paced water-based racer – great, super, splashing	81
Poy Poy	Konami	Arcade Action	1-4	Bomberman-styled action, but not quite as memorable	73
Pro Pinball	Empire	Pinball	1-2	It's a pinball sim!	50
Pro Pinball: Timeshock	Empire	Pinball Sim	1-4	Er, yeah... it's certainly pinball alright	71
Project OverKill	Konami	Shoot-'em-up	1	Dull isometric-viewed shooter. Poor	34
Psychic Force	Acclaim	Beat-'em-up	1-2	Interesting concept which goes sadly unfulfilled	58
Rage Racer	Namco	Racer	1	Conclusion of the Ridge Racer trilogy – a classic	93
Rally Cross	Sony	Racer	1-4	Poor man's V-Rally, with poor graphics and control	57
Rapid Racer	Sony	Racer	1-2	Extremely fast-paced water-based racer	92
Rampage World Tour	GT	Smash-'em-up	1-2	Update of classic arcade game. Solid conversion	53
Rascal	Psygnosis	Platformer	1	An enjoyable if minor platformer, aimed at kids?	83
Rayman	UbiSoft	Platform	1	16-Bit platform adventure on a 32-Bit machine	29
Ray Storm	Sony	Shoot-'em-up	1-2	Visually stunning shoot-'em-up, shallow gameplay	67
Ray Tracer	Sony	Racer	1	Update of Chase HQ. Limited but great fun	83
Rebel Assault	Virgin	Shoot-'em-up	1	Appalling waste of a perfectly good license	30
Red Alert	EA	Strategy	1-2	Command and Conquer sequel improves on original	90
ReBoot	EA	Action-Adventure	1	A short-lived but enjoyable	80
ReLoaded	Gremlin	Shoot-'em-up	1-2	Sequel to Loaded, almost exactly the same.	68
Resident Evil	Virgin	Adventure	1	A true PSX classic, as yet unmatched in its genre	92
Resident Evil: Director's Cut	Virgin	Adventure	1	New puzzles, camera angles and a few surprises	75
Resident Evil 2	Virgin	Adventure	1	An immensely absorbing quest	93
Rise 2	Mirage	Beat-'em-up	1-2	Dreadful 2D beat-'em-up	9
Ridge Racer	Namco	Racer	1	Near perfect conversion of Namco arcade racer	90
Ridge Racer Revolution	Namco	Racer	1-2	Faster semi-sequel to Ridge. New tracks, better graphics	91
Riot	Psygnosis	Future Sports	1-2	Futuristic sports sim. Okay, but no big deal	74
Riven	Acclaim	Point 'n' Click	1	An intriguing adventure, if a little obscure	73
Robotron X	GTI	Shoot-'em-up	1-2	Update of Jesus' fave arcade machine	70
Road Rash	EA	Racer	1-2	Terrible racing game with added motorcycle combat	31
Rosco McQueen	Sony	Platformer	1	Great graphics/sound but gameplay dull and repetitive	68
Sentient	Psygnosis	Adventure	1	Novel idea that's not entirely successful	81
Shadow Master	Psygnosis	Shoot-'em-up	1	Disappointing Doom done	68
Sim City 2000	Maxis	Strategy	1	Complex but engrossing resource management game	63
Skeleton Warrior	Nightmare	Beat-'em-up	1-2	Toss! Nothing but a 16-Bit platformer	10
Skull Monkeys	EA	Platformer	1	Uninventive 2D platformer with few thrills	42
Snow Racer '98	Ocean	Winter Sports	1-2	Original and stylish	86
Soul Blade	Namco	Beat-'em-up	1-2	Lavish 3D weapon-based combat	85
Soviet Strike	EA	Shoot-'em-up	1	Top chopper action in the popular Strike series	81
Space Hulk	EA	Strategy	1	3D blaster with added strategy	78
Spawn: The Eternal	Sony	Action Adv.	1	Enjoyable fusion of adventure and beat-'em-up	80
Spider	BMG	Platformer	1	Semi-3D platformer. Good old fashioned fun	82
Spot Goes To Hollywood	Virgin	Platform	1	Poor isometric platformer	41
Star Gladiator	Capcom	Beat-'em-up	1-2	Great graphics, sluggish and limited gameplay	61
Stars Wars: MOTK	Virgin	Beat-'em-up	1-2	Uninspiring 3D beat-'em-up	60
Steel Reign	Sony	Shoot-'em-up	1-2	Heavy-duty tanks and arcade action	80
Street Fighter Alpha	Virgin	Beat-'em-up	1-2	Unimpressive incarnation of the SF2 series	67
Street Fighter Alpha 2	Virgin	Beat-'em-up	1-2	Far better than its predecessors	88
Street Fighter Collection	Virgin	Beat-'em-up	1-2	Retro king of the beat-'em-up	85
Street Fighter EX	Virgin	Beat-'em-up	1-2	The grand daddy of them all!	93
Suikoden	Konami	RPG	1	Engrossing and surprisingly original RPG	81
Super Puzzle Fighter 2 Turbo	Virgin	Puzzler	1-2	Addictive puzzle game, brilliant with a friend	90
Swagman	Eidos	Adventure	1	Old fashioned RPG inspired adventure	76
Syndicate Wars	EA	Action/Strategy	1-4	Excellent cyberpunk mix of strategy and blasting	89
Tekken	Namco	Beat-'em-up	1-2	Brilliant 3D beat-'em-up, essential	90
Tekken 2	Namco	Beat-'em-up	1-2	Amazing sequel to the brilliant original	93
Tekken 3	Sony	Beat-'em-up	1-2	The best 3D beat-'em-up yet	97
Tetris Plus	JVC	Puzzle	1-2	It's back and it's still as playable as a frisky puppy	90
The Last Report	LDA	Point & Click	1	Poor point and clicker	48
The Note	Sunsoft	RPG	1	Laughable attempt at a 3D RPG	62



## HIGH SCORES & TALL STORIES

### COOL BOARDSERS 2 Big Air Comp

Titan's Toe - 2151 pts -  
Misty 2160<sup>9</sup> Melancholy  
to Shuffle  
Martin Smith  
(TOTAL PLAYSTATION)

### WIPEOUT 2097

Finally we've had some  
new scores to put the  
previous scores to shame.  
So I guess it's a pat on the  
back for Dave Tucker of  
Sunderland for his efforts.

Talon's Reach: 1:41.2  
Sagarmatha: 1:56.4  
Valparaiso: 3:08.2  
Phentia Park: 2:57.3  
Gare d'Europa: 3:03.7  
Odessa Keys: 3:12.2  
Vostok Island: 3:03.7  
Spilskinanke: 2:49.3

Well done Dave, your  
scores have made it into  
our mag - not bad for an  
over 40-year-old. Guess  
you can give your son's  
PlayStation back now!

Title	Publisher	Genre	Plyrs	Comment	Score
Three Lions	BMG	Football Sim	1-2	Three Lions is a must.	90
Time Crisis	Sony	Light Gun	1	PlayStation's recommended light gun game	93
Tobal No. 1	Sony	Beat-'em-up	1-2	Impressive beat-'em-up with hi-res visuals	82
Tokyo Highway Battle	T-HQ	Racer	1	Nice twist on the Ridge Racer style racing game	80
Tomb Raider	Eidos	Adventure	1	3D adventure, and a worryingly attractive lead	91
Tomb Raider II	Eidos	Adventure	1	Lara's back with some new bits. Nice	93
Total Drivin'	Ocean	Racer	1-4	Semi sequel to V-Rally, which excels it with variety	90
Trash It	GT Interactive	Platform	1-4	Unenjoyable mix of puzzlers and platform	28
Treasures of the Deep	Sony	Shooter	1	Original underwater shoot-'em-up	88
Tunnel B1	Ocean	Shoot-'em-up	1	Effects can't mask lack of variety in gameplay	70
Twisted Metal	Sony	Racer	1-2	Mixture of driving and blowing stuff up	69
Twisted Metal 2	Sony	Racer	1-2	Enjoyable sequel to the average original	80
V-Ball	Funsoft	Volleyball Sim	1-2	An original sports simulation. Go figure...	85
V Tennis	Acclaim	Sports Sim	1-2	Awful tennis sim that forgets tennis is boring	20
V-Rally	Ocean	Racer	1-4	At last, the PlayStation's answer to Sega Rally!	90
Vandal Hearts	Konami	RPG	1	Pleasing mix of RPG and hex based combat	82
Virtual Pool	Interplay	Sports Sim	1-2	It's pool alright	68
VMX Racing	Funsoft	Racer	1-2	Disappointing rehash of Moto Racer	64
Vs	T-HQ	Beat-'em-up	1-2	At last, Virtua Fighter on the PlayStation	86
War Gods	GT Interactive	Beat-'em-up	1-2	MK style combat into the third dimension	68
Warcraft 2	EA	Strategy	1	Real time combat with twist of fantasy role playing	85
Warhawk	Sony	Shoot-'em-up	1	Arcade styled chopper-based shoot-'em-up	70
Wing Commander 3	EA	Shoot-'em-up	1	Very poor flight sim gameplay. Tut, tut	50
Wing Commander 4	EA	Shoot-'em-up	1	Better, but still a case of FMV looking for a game	68
Wipeout	Psygnosis	Racer	1-2	Futuristic racer, impressive throughout	87
Wipeout 2097	Psygnosis	Racer	1-2	Enhanced visuals and impressive soundtrack	94
Worms	Ocean	Strategy	1-4	Strategy game with a sense of humour	82
Wing Over	JVC	Shoot-'em-up	1-2	Arcade thrills in a flight sim package	90
World Cup '98	EA Sports	Football Sim	1-4	The game of the tournament in every respect	92
World League Basketball	Mindscape	Sports Sim	1-4	Distinctly average Basketball sim	64
X-Men: COTA	Acclaim	Beat-'em-up	1-2	The best reason to get reacquainted with the genre	90
Xvious 3D/G+	Sony	Shoot-'em-up	1-2	3D re-invention of the classic blaster	68
Zero Divide	Ocean	Beat-'em-up	1-2	Dire 3D fighter, nice robots, very little else	33

## GEARED UP

A chair and some vibrating bits of moulded plastic... whatever next?

### Now you're in the driving seat

With all the hype surrounding *Gran Turismo* and the superb *Colin McRae Rally*, one company has produced a real driving chair. 'The Chair', as it's called, allows you to strap in a steering wheel and pedals - such as the LMP model (right) complete with its pedals. It's custom built to your requirements too, which accounts for the price tag of £235. If you're a driving buff, though, this chair and the wheel opposite will no doubt appeal. It's available in a choice of colours as well, should you want to colour coordinate your bedroom or flat with stylish British Racing Green or cheery Daytona Yellow. Contact: 01268 779254



## Shocking new pad hits UK

There are floods of analogue pads swamping the market at present, many with their own colour scheme and now with a vibrating interior as well. Joytech, the makers of this shimmering white one, have entered into the rumbling-analogue-pad world, and they haven't done a bad job.

The analogue works as well as any pad on the market and the rumble is actually synchronised with the action on-screen. If you're thinking of purchasing a third party pad, and you can't wait to get your hands on a vibrating controller, the Joytech Dual Jolt could be right up your alley.



## Can you feel the force?

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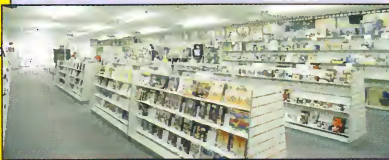
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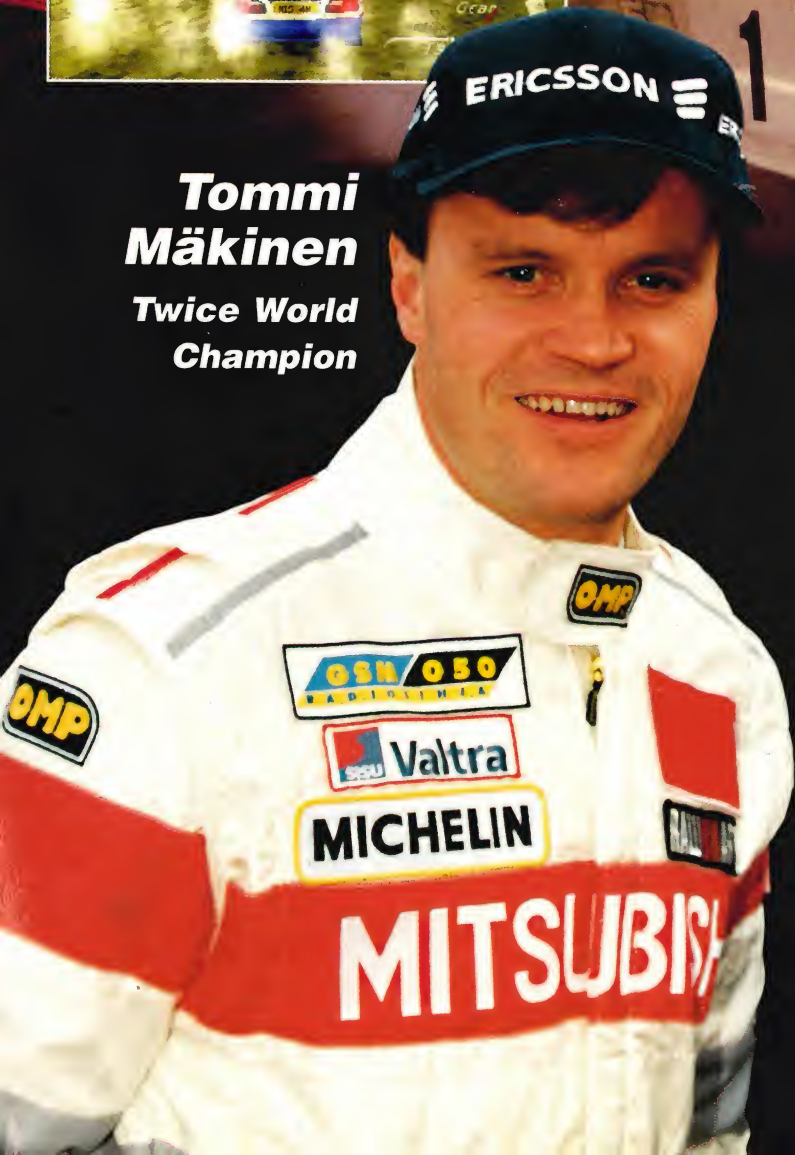


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